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PlayStation

EXCLUSIVE MAPS AND BEGINNER'S GUIDE!

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METAL GEAR SOLID

ESSENTIAL SECRETS REVEALED INSIDE!

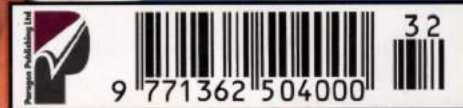
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**EXCLUSIVE WRESTLING GUIDE
WCW/NWO THUNDER**

- 1 All the secret wrestlers unlocked
- 2 All the extra wrestling rings revealed
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ALL THE SECRETS REVEALED ON
PAGE **26**

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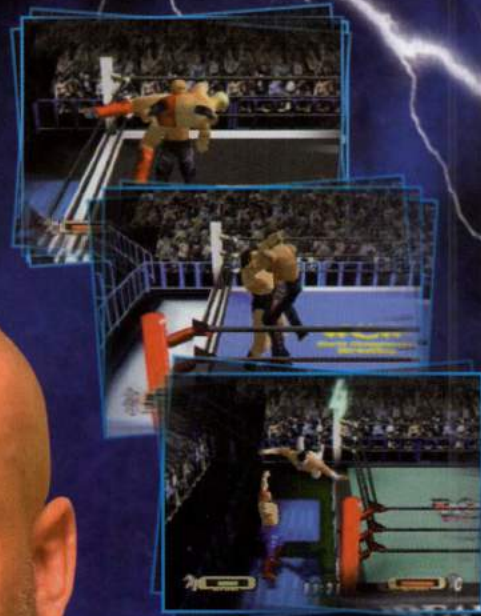
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WCW/nWo
REVENGE



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www.thq.com



Welcome to another tips-packed issue of *PowerStation*, the top-selling PlayStation solutions magazine. This month we present a taster of our exclusive *Metal Gear Solid* guide, just to get you started – tune in next month for the first half of our fully mapped solution to Konami's stunner. It's the first really big PlayStation game of 1999, but there are plenty more blockbusters to come – including *Soul Reaver*, *Silent Hill*, and *Gran Turismo 2* – and you can be sure we'll have the best guides to them all here in *PowerStation*.

To make sure you don't miss out – and grab yourself a cheap game into the bargain! – turn to page 98 to subscribe now!

Phil King
Editor

Visit **POWERSTATION** online for the latest hints and tips
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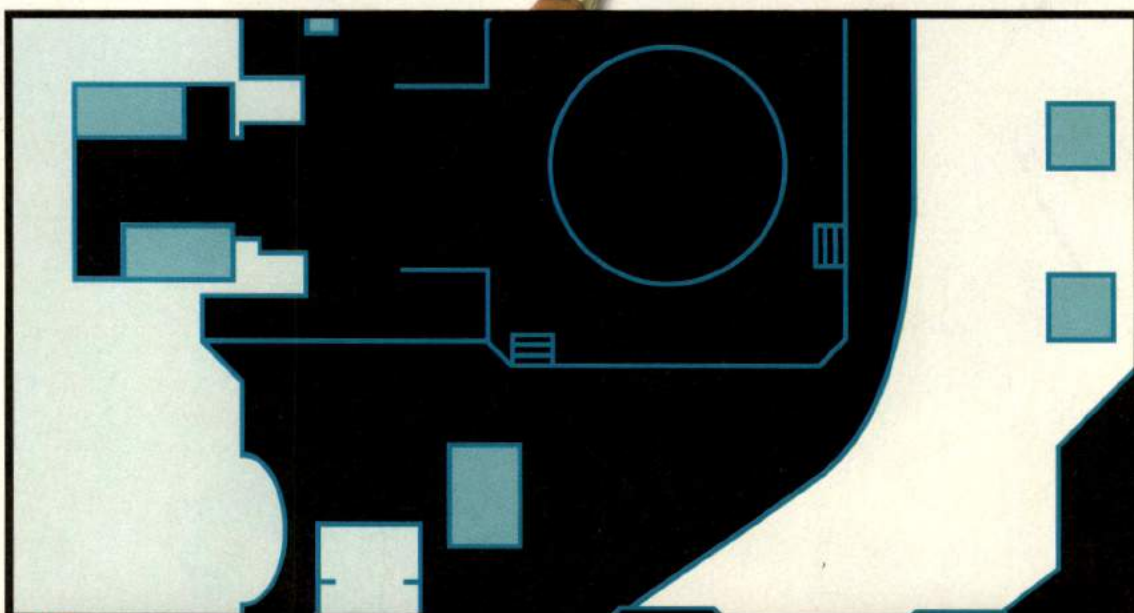
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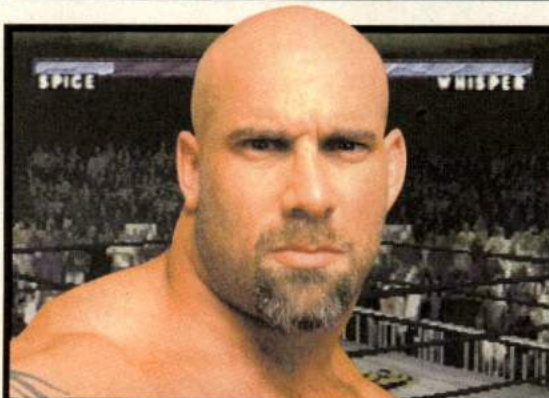
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ABC
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PPA



18 Metal Gear Solid A beginner's guide to Konami's stunning blockbuster, including a mapped walk-thru for the first eight levels, general survival tips, and mini review.



26 WCW/nWo Thunder Wrestle with all the hidden fighters, in all the extra rings, using our cheats and full list of special & finishing moves.



34 Max Power Racing Race to the front with our guide to unlock all the hidden cars and extra tracks, plus tips for every course.

The World's Best Selling PlayStation Tips Magazine



40 Steet Fighter Zero 3 Fight on with our complete guide to all the special moves and secrets.



46 Wild Arms The final part of our massive walk-thru guide takes Cecilia and friends right to the end... erm, obviously!



60 Constructor Build a huge property empire with our money-grabbing guide to tenant exploitation!



62 Devil Dice Be a high roller with our devilish tips for the various modes and how to unlock the secrets.



64 Croc Our complete solution guides Croc through every level, including the bonus world at the end.



78 Soul Blade The complete guide to special moves and secrets for this superb Platinum re-release.



92 Ridge Racer Type 4 Learn how to unlock the best cars and extra tracks with our rip-roaring racing guide.

PHIL SAYS

Can anything possibly improve on *Metal Gear Solid*? My ideal game would involve scoring goals for Leicester City, strip poker with the All Saints, and forcing magazine designers at gunpoint to write their own captions.

PAUL SAYS

Can anything possibly improve on *Metal Gear Solid*? My ideal game would involve preventing Phil from scoring against Man Utd, arresting him on behalf of the All Saints, yet helping him out with designers at gunpoint.

ADAM SAYS

Can anything possibly improve on *Metal Gear Solid*? My ideal game would be Escape From New York on PSX. That way you get to play as the original Snake, not some mercenary ponce that runs away at the first sign of trouble.

LEW SAYS

Can anything possibly improve on *Metal Gear Solid*? My ideal game would be JR Hartley's Fly Fishing, or Ex-Boyfriend Avenger (a beat-'em-up), or Parappa The Runtastic (which I'd force all the writers to play).

BEAR SAYS

Can anything possibly improve on *Metal Gear Solid*? My ideal game would be The Captionator, where the heroic designer saves the mag from certain doom by firing X's at editorial scum, which they must turn into words or perish.

Cheat News Network

Hot-off-the-press cheats and codes for the latest games

006

Hard Copy

Your views aired in our regular letters section

014

High Scoring Heroes

The best scores and times sent in by readers

016

PSX-Tensions

All the latest peripherals and joypads tested to the limit

094

Subscription Offers

Amazing money-saving offers - grab a game and a subscription

098

Xplorer's World

Latest codes for the Fire Xplorer cheat cartridge

100

Databurst

The A-Z of cheating, with thousands of codes and passwords

102

Next Month

Check out what's coming up in the next PowerStation

130



Official PlayStation Icons

Hurrah! Thanks to Sony for giving us exclusive permission to use their lovely official icons...



1 or 2
Players



Mouse
Compatible



Optional Controller
Steering Wheel



Link Cable
2 Consoles



Multi Tap Compatible
1~8 Players



Memory Card
1 Block



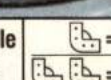
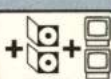
Analog Controller
Compatible



DUAL SHOCK
Compatible



Multi Tap Compatible
1~5 Players



Icons © Sony Computer
Entertainment Europe Ltd.

Bear would like to thank Princess and Lisa Grinner, cos he forgot last issue!

CHEATS NEWS NETWORK

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PASSWORD: SNAKE

[VALID UNTIL 18/3/99]

The PowerStation manned helpline is available for any queries you have regarding our cheats and guides. Before calling, however, please note the following points:

1. We regret that we can only proceed with your call if you supply us with the correct current password (as printed above).
2. We can only give out information on games that we have actually covered in the magazine - we're not psychic, you know.
3. The Tips Hotline is only open between 5pm and 6pm, Monday to Friday. We regret we cannot answer tips calls at any other time - so don't bleedin' phone before 5pm!
4. Please, no crying babies. PlayStation games only. And no, there aren't any cheats for *Gran Turismo*!

ASTEROIDS ROCK ON

Activision have revamped their classic arcade game for the PlayStation, but nostalgic fans of the arcade original will like one of these codes.



Excalibur Ship

On the title ('Press Start') screen, hold Select and press Δ , \square , \triangle , \square .

Level Select

On the title screen, hold Select and press \square , Δ , \square , \triangle , \square . During play, hold Select and press Start to bring up the level select menu. Use the D-pad to select a new level and zone, as well as toggle collision detection. Then press L1 to skip to chosen level.

Classic Asteroids

On the title screen, hold Select and press \square x3, Δ , \square x2, \square , \square . The main menu will now have Classic Asteroids at the bottom. Select it to play the original Asteroids game with black and white vector graphics. It even has its own cheat codes:

Extra Life \triangle , \triangle , \triangle , \triangle , \triangle , \square , \square , \triangle
99 Lives \triangle , \triangle , \triangle , \triangle , \triangle , \square , \square , \triangle
Invincibility \triangle x2, \triangle x2, \square , \triangle x2

All The Very Latest PlayStation Cheats And Codes

If there's a **new cheat**, we'll have it crammed into our **hot-off-the-press** news section. Remember, you can send your cheats in to 'CNN' at the usual PowerStation address - the best ones now win a **Fire Xplorer cheat cartridge**.

INTERNET SITE

<http://totalgames.net>

Total Games Network™ (TGN) offers daily news, reviews, features, hints & tips, competitions and special offers for PlayStation, Nintendo 64, PC, Dreamcast and more.

Produced by Paragon Publishing, the company behind PowerStation, Play, 64 Magazine, 64 Solutions and PC Player, TGN boasts over 5,000 pages of content - which includes the most comprehensive reviews and hints & tips databases available on the Internet for the PlayStation and Nintendo 64.

APOCALYPSE



A Fire Xplorer goes to Chris Davies, Durham for supplying these extra cheats to help Bruce.

Full Health

Pause during play, hold L1 and press X, Δ , \square . As with the other cheats, the text will shudder and you'll hear a gun reload.

Infinite Lives

Pause during play, hold L1 and press Δ , \square , X, \square .

Restart Point

Resume the game after losing a life. Pause, hold L1 and press \square , \square , X. You can now select 'Skip To Restart' to begin where you died.



Coordinates Display

Pause during play, hold L1 and press \triangle , \triangle , \triangle .



CHEATS NEWS NETWORK

CNN

C&C RETALIATION

Our Adam's brother and master strategist discovered this strange phenomenon.

Area 51

If you play Skirmish or Link-Up on map 51, all your units change and have different abilities.

FIFA RTWC '98

EVEN MORE MONEY

A Mexican wave to Wayne Farrell for pointing out that the old money cheat can be used to get infinite cash, not just £131,000 as we said.

First, enter the cheat code on the Team Edit screen: ☐ X, ☐ L2, L1. However, instead of increasing your bankroll, decrease it until it's a minus number. You can now spend as much money on players as you like.

N20

A GAS

For those of you wondering where those N20 cheats disappeared to from Databurst, we're not sure! But here they all are again, along with some extra ones from top tipster, Elliot Leigh.

All Cheats

Enter the following passwords to cheat away:

Infinite Lives 0XXΔΔΔ00
Level Select ΔΔ0ΔΔΔX
Extra Weapons ΔX0X000
Bonus Ship XXXΔ0ΔX
Bonus Level ΔΔΔΔ0ΔΔ
Firewalls XX0XXΔΔ
Water Mode 0XΔΔΔ0Δ
No Bonus Reset ΔΔX00ΔX
Disable Cheats ΔΔX000Δ



ISS PRO '98

SUPERSTARS

At last, we've managed to find a cheat for the latest version of Konami's footy game.

Classic All-Stars Team



Highlight the 'Exhibition' option on the Mode Select screen, then quickly press x2, x2, Δ, Δ, Δ, Δ, Δ, Δ, Δ. The sound of applause will confirm

correct code entry. On the team selection screen hold L1 + R1 to make 'Classic All Stars' appear, and press X to select it. The team has maximum stats and includes greats such as Banks and Beckenbauer, albeit with garbled names.

Note: If you return to the Mode Select screen, you'll have to re-enter the code.

ODD WORLD: ABE'S EXODUS

EXCLUSIVE CHEAT

At last, a cheat to help Abe through his latest adventure. We've heard there are more - so watch this space!

Advance To Next Path

During play, hold R1 and press x2, X, x2, x2 to jump to the next section.

EHRGEIZ

EH YOU WHAT?

We've got our hands on some secrets for Square's Japanese import beat-'em-up.

Alternate Costumes

Hold Δ while selecting a fighter at the Arcade mode character selection screen.

Fight As Kouji Masuda

Complete Arcade mode using any male character.

Fight As Clair Andrews

Complete Arcade mode using any female character.

Fight As Yuffie Kisaragi

Complete Arcade mode as Cloud.

Fight As Vincent Valentine

Complete Arcade mode as Tifa.

Fight As Django

Complete Arcade mode using the eight regular non-Final Fantasy VII characters.

Fight As Zack

Complete Arcade mode using all the Final Fantasy VII characters.

KENSEI: SACRED FIST

THUMPING

Konami's latest beat-'em-up has some secrets to unlock, if you're hard enough.

Full Pause Screen

Pause during play and press R2.

Fight As Akira

Complete the game in Normal mode as Yugo.

Fight As Quigtoo

Complete the game in Normal mode as Yuli.

Fight As Cindy

Complete the game in Normal mode as Douglas.

Fight As Steve

Complete the game in Normal mode as Allen.

Fight As Arthur

Complete the game in Normal mode as Ann.

Fight As Kornelia

Complete the game in Normal mode as Heniz.

Fight As Sessue

Complete the game in Normal mode as Hyoma.

Fight As Mark

Complete the game in Normal mode as David.

Fight As Genya

Complete the game in Normal mode as Saja.

Fight As Zhou

Complete the game in Normal mode with all nine starting characters. Then complete Normal mode again, using any starting character.

Fight As Kaiya

Complete the game in Normal mode with all nine starting characters. Then complete Normal mode again, using any bonus character.

Fight As Jelly/Billy

Complete the game in Normal mode as Kaiya.

Fight As Kazane

Complete the game in Normal mode as Zhou.

Extra Mode

Unlock all 22 characters.

F1 '98

POLE POSITION


A Fire Xplorer cartridge goes to Elliot Leigh of Torquay for these turbocharged cheats.

Cheats

Go to the Driver/Team Select and press Δ for Options, then Edit Driver Name. Change the name to the following to unlock two secret tracks:

Cheesy_Poofs Stunt Course
Go_Cows Roman Forum
(where ' ' = space)

Easy Pole Position

Also, thanks to Craig Martin for telling us about this little trick. You need to be playing as David Coulthard in Championship mode. When you reach the British Grand Prix (at Silverstone), start on Practice Session 1, then abandon it and select Start Race. You will automatically start in pole position.



BRIAN LARA'S CRICKET

BOWLED OVER


A Fire Xplorer cartridge goes to Ashley Stringer for sending in a whole list of cheats. You'll never be stumped with these.

Cheat Codes

Enter these as the Classic Match password, then press Start to hear a double jingle (for most). To use the cheat in another mode, press Δ to return to the main menu.

DROPBALL Slippery ball (uncatchable)
PENSIONS World XI team
SOLIDOAK Unbreakable stumps
SUNSHINE Beach pitch
BIGBALLS Big ball
SUPERMAN Super batsman
CHRISREA Helmet camera view
NOWAYEAS Unlock all Classic Matches



OUT NOW

PLAYSTATION SSS GOLD

PlayStation SSS Gold [ISBN 1-873650-46-9] is now available from all good newsagents, priced £14.95. Its 484 pages are packed with solutions for all the top games, including Resident Evil 2, Gran Turismo, Alundra, Tekken 3, Colin McRae Rally, and Vigilante 8. Plus, it comes with a FREE memory card!

PowerStation issue 32¹⁹⁹⁹

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QUESTIONS & ANSWERS



Stuck in a rut? Can't get past that end-of-level boss? If you've got a **problem** on any PlayStation game, we're here to help you. Send your gaming questions to: **Q&A, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Please note that we can only print answers in the magazine and not send personal replies.

BEAST WARS: TRANSFORMERS

Q...from Christopher Caudery, Aylesbury

I'm an enormous *Transformers* and *Beast Wars* fan, and the only reason I bought a PlayStation was to play the *Beast Wars* game. The game is a bit duff and the graphics are dodgy, but I still love it. The problem is I keep dying. With the rarity of reviews and A-Z entries for *Beast Wars*, it's totally impossible to locate any cheats for my beloved game. I'm spending a fortune buying mags, just because the cover boasts 'complete A-Z of cheats', but when I turn to the tips section and scan for *Beast Wars*... nothing. It's driving me mad! Please find some for me

or tell me there aren't any. Either way will preserve my (fragile) sanity and (strained) bank account.

A Good news for you, Christopher: we've found some *Beast Wars* cheats! So, just for you and any other fans of the game (if there are any!) here they are...

WEAPON POWER-UP

Pause during play, then hold L2 and quickly press \uparrow , \downarrow , \leftarrow , \rightarrow , \triangle , \times , \square . Release L2, then immediately press Start to resume play.

LEVEL SKIP

Pause during play, then hold L2 and quickly press \uparrow , \downarrow , \leftarrow , \rightarrow , \triangle , \times , \times , \triangle , \rightarrow , \leftarrow , \downarrow , \uparrow . Release L2, then immediately press Start in order to resume play.

HIDDEN CHARACTERS

At the options screen, hold R1 + R2 + L1 + L2 and press \circ , \times , \triangle , \circ , \circ , \times , \square .

EVERYBODY'S GOLF

Q...from Eric Grantham, Southend

I recently purchased a rival tips magazine because my newsagent had sold out of POWERSTATION. What a mistake – it's not a patch on your mag! Anyway, they had a cheat for *Everybody's Golf*, although it didn't say what it did. It said to start the game without a memory card and hold L1 + L2 + R1 + R2 until the title screen appears. When the screen flashes, with the shoulder buttons still held, you're meant to quickly press \uparrow , \uparrow , \downarrow , \uparrow , \leftarrow , \rightarrow , \rightarrow , \leftarrow , \uparrow , \uparrow , \downarrow , \uparrow , \leftarrow , \rightarrow , \rightarrow , \leftarrow before the logo stops bouncing. Well, I've done this several times (and no, I'm not cack-handed), but nothing seems to happen. Is it a load of rubbish?

A We also tried that cheat a while ago, when a reader sent it in, but we couldn't get it to work either. It's actually meant to unlock all the players and courses – funny how that other mag never even mentioned that! We reckon it's a dud, but if anyone has managed to get it working, please let us know exactly how you did it.

SOUL BLADE

Q...from David Allen

I can't seem to get Han Myong. I have already tried twice but I can't obtain him. The first time I tried, the game options were: Difficulty – easy, Ring size – 20m, Battle count – 2, Life bar – 100%, Battle

time – 50 seconds, CPU character's weapon – normal, Character change at continue – no, Character select mode – Arcade. Then I followed your instructions and it didn't work! The second time I tried, the game options were the normal ones (in orange). I then followed your instructions, but used one save and it didn't work. Please tell me what I've done wrong.

A There was something we forgot to mention! First, Soul Edge must be available as a playable character – either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete the game with Hwang, then Seung Mina. Han Myong should now be unlocked. (You don't have to bother with alternate endings. You can also use continues and any game settings.)

TEKKEN 3

Q...from Ludwig Long, London

I can't get Tiger. I have completed the game with all the main characters and I have pressed \triangle when selecting Eddy. Could you please tell me what is going on?

A Yes, we got it wrong – doh! You actually have to complete Arcade mode with all 18 other characters. Then highlight Eddy at the character selection screen and press \triangle .

Q...from Ash & Joe, Bristol

We've been able to do most of King's moves from your great guide in issue #27, but are you sure that the Stomach Smash and Single Arm Hyperextension are right? Don't start gipping us about us not being able to do the moves properly, because we are the men at Tekken 3 and would whip your ass any day.

A Once Adam managed to stop laughing at your last comment, he informed us that the two moves were indeed misprinted. They should be: Stomach Smash..... \rightarrow , \rightarrow , \triangle Single Arm Hyperextension..... \rightarrow , \rightarrow , \square + \circ



A King performs one of his many deadly multipart throws. With those two misprinted moves corrected above, you can now do them all.

SOLVED Our cutting edge *Soul Blade* guide reveals all. Yes, it is now finally available on Platinum!

LEARN HOW

TO GET ALL THE SECRET CHARACTERS IN SOUL BLADE

TURN TO PAGE 172

QUESTIONS & ANSWERS

Q&A

TOMB RAIDER III

Q&A SPECIAL

We get more questions about **Tomb Raider III** than anything else, so here's a **special Q&A session** to sort out the **most common problems**, including some **bugs in the game**.

Q ...from Uncle Tom Cobleigh & All
Have you got any cheats?

A Yes! They're all printed in this month's Databurst section.

Q ...from Trevor Farnham, Cambridge
Can you tell me where the Key is to open up the race track outside Lara's mansion?



A You can either enter the Racetrack Key cheat code (in Databurst) or find the Key properly...

Get Flares from Lara's bedroom cupboard. Go to landing and press switch to open door. Head up passage into dark attic. Light flare and push crate twice. Return to landing and left into living room (with TV and piano). Head left up steps into library. Press X on second bookcase on right to extinguish fire. Enter fireplace and climb up left wall. Climb to passage and follow it to room with crates. Pull bottom one out for more Flares. Push top crate left to reveal passage to attic. Now flick switch and roll over, then run through attic and down to main hall landing. Jump over bannister and slightly right over stair railing. Roll over and dash for door (to right of

clock) before it closes. Down in aquarium, move crate under hole in ceiling so you can climb up to passage. Drop into water and swim around other side to find the Racetrack Key.

Q ...from Mark Davies, Brighton
The game manual says that Lara should start with a shotgun, but she only has pistols. Whereabouts is the shotgun?

A It's a mistake in the manual. However, you can find the shotgun right at the start of the first level. Jump to the right to slide down to a flat green bit, then turn left to jump towards the sloping yellow rock. Crouch to find the (secret) shotgun under the leaves there.



TOP TEN MOST WANTED

Every month we answer the **most-asked questions** – so there's no need to keep ringing us up with them!

1. GRAN TURISMO

Q Have you got any cheats?

A No, there aren't any – only Action Replay and Xplorer codes, for which you need the relevant cheat cartridge.

2. BROKEN SWORD

Q How do I get past the goat in the castle?

A Approach the goat to the right of the trough (by left-clicking on the ladder). As soon as the goat knocks you over, click on the ploughshare on the far left. When the goat is trapped, go to the ladder and enter the excavation.

3. ALUNDRA

Q How do I get past the spirit in Lars's Crypt?

A Return to the gallery and go down the stairs there. Examine the saints in this order: white, blue, red, green, brown.

Then return to the spirit in the room above. If you make a mistake, return to him anyway and the saints will reset so you can try again. Once you have spoken to the saints in the correct order, return to the bottom of the gallery and they will materialise and unblock the passage there.

4. FINAL FANTASY VII

Q How do I defeat the Emerald and Ruby Weapons?

A To do this, you need the Final Attack Materia. Keep racing Chocobos to win S class. Eventually you'll be randomly awarded the Final Attack Materia.

5. ALUNDRA

Q I'm stuck where it says: "One step forward two steps back, is the rule of a world turned black..." I hit the three orbs, then kill the three blobs in the next room, but then I'm back where I started in the orbs room. How do I escape?

A Once you've killed the first lot of blobs, go back (left) to the orbs room. Go left

to the next room and kill the blobs, then continue left to an alternate orbs room. This time when you head right from it, you find a staircase.

6. FINAL FANTASY VII

Q I've been awarded some 1/35 soldiers in the Speed Square at the Gold Saucer, but what the heck do you do with them?

A If you collect all 12 of the 1/35 soldiers, you don't have to pay for the battles at Fort Condor. You can get a couple of them in Junon and win the rest in the Speed Square.

7. BROKEN SWORD II

Q What do I do in the art gallery?

A Use the flask of absinthe on the fat bloke's glass when he looks away. Next, use the flask on the bloke. Finally, use the flask on the glass again. When the fat bloke falls over, Glease arrives. The rest is straightforward.

8. RESIDENT EVIL 2

Q How do I get the secret characters, Hunk and Tofu?

A It's too long-winded to go into here – see this month's Databurst section for full details.

9. DEAD OR ALIVE

Q How do I make Ayane selectable?

A You need to get all the extra costumes for the other characters. These are obtained by repeatedly completing Tournament mode with the relevant fighter. You can set the Game Config options anyhow you like, as long as the CPU Level is Normal (and your own energy isn't No Limit).
Total number of costumes: Bass 6, Bayman 6, Gen Fu 7, Hayabasa 5, Jann Lee 5, Kasumi 14, Lei Fang 16, Tina 15, Zack 5, Raidou 5, Ayane 14.

10. C&C RED ALERT/RETALIATION

Q However hard I try, I just can't get your cheats to work – are they wrong?

A The cheats for both *Red Alert* and *Retaliation* really DO work! However, you don't input the codes with just the standard button presses. Instead you have to press Δ which will bring up the sidebar, then use the ○ button to click on the appropriate team icons (ie □, ○, Δ, ×).





QUESTIONS & ANSWERS

Q ...from Gary Cargill, Southport

I've only just got *Tomb Raider III* and have been following your guide. However, in the Temple Ruins, after getting the second Key, I made my way back towards the room with the locks, only to find an invisible barrier blocking my entry through the door (point 68)! What the heck's going on?

A It turns out that there's a bug in the game which causes this problem. If you save your game in the small room with the first (non-living) statue (point 22 in our guide), or return to it later, this can create invisible door barriers. So the only solution is not to save in that room or return to it (which you don't need to anyway). If anyone finds any invisible barriers elsewhere, please let us know.



Q ...from Rosilyn, AOL

I have finished the fourth level in the South Pacific, but after picking up the stone, I am returned to the Coastal Village. I have finished the Temple Of Puna three times now and it keeps doing the same thing. As I have now checked out your walk-thru, I noticed that in the Coastal Village you are supposed to pick up these serpent stones - I for some reason never did that. Do you think they are sending me back to redo this part of the level?

A No, it's yet another bug! This problem seems to arise if, once you complete all the Indian levels, you replay one of them. You get stuck in a never-ending level loop, as you've discovered. Since your saved position is corrupted, it seems the only solution is to start the whole game again!

Q ...from David Old, Staffs

On the Crash Site level, after helping the soldiers kill the raptors, how do I get across the water? The bridge collapses and I'm soon eaten by the piranhas.

A You have to feed them first... Climb up the rocks/ladder at the back and jump via slope to tree branch. Shoot/avoid raptor, then turn around and jump to grab the slope and shimmy right to pull up. Jump via corner block to next branch. Grab Save Crystal, shoot another raptor, and shoot the dangling dinosaur to drop it into the water. Too busy eating their meal, the piranhas will bother you no more, so you can pull the underwater lever and swim to the other side.

Q ...from Richard Thomas, Leicester

I missed the second part of your guide. Can you tell me how the to get past the rolling blades in the Temple Of Puna?

A The blades will miss Lara if she stands slightly to the side of any switch. She can thus take her time and flick the two switches on one side, then time a jump over the blades to flick the other two.

Q The baddie at the end of the Temple Of Puna is probably the hardest boss to defeat. Each time you kill this reptile, immediately start jumping to avoid those lightning bolts again.

Q ...from Dave Grant, Lincs

Your guide says that to defeat the boss in the Temple Of Puna, you have to shoot four of his reptiles, then you can kill him. However, I've dealt with far more than four reptiles and he's still creating them. Please help!

A It may be the weapon you're using, which means he takes longer to kill - although apparently it's possible to defeat him with just pistols! Desert Eagle or MP5 works best. See 'Bosses Beaten' for how to defeat him.

Q ...from John Higgins, Norfolk

I've found the Cathedral Key near the end of Thames Wharf. What the heck do I do with it?

A Confusingly, the Cathedral Key doesn't actually open anything. It's just one of the 59 secrets that you need to collect to play the secret All Hallows level, which is set in the cathedral. This level was originally meant to follow Thames Wharf, but for some reason Core took it out of the main game.

TIPS

Wanna find the weapons?
Here's the levels they're on

THE WEAPONS

If you don't intend to use the All Weapons cheat (see Databurst), here are the levels where you'll find the weapons.
Note: If you've already got a certain weapon, another will just show up as ammo when you find it.

India
Jungle.....Shotgun
Temple Ruins.....Shotgun
River Ganges.....Shotgun
Caves Of Kaliya.....Grenade Launcher

South Pacific
Coastal Village.....Harpoon Gun
Crash Site.....MP5
Madubu Gorge.....None
Temple Of Puna.....Desert Eagle

Nevada
Desert.....Uzis
Compound.....Desert Eagle
Area 51...Shotgun, MP5, Grenade Launcher

London
Thames Wharf.....Shotgun
Aldwych.....Shotgun, Uzis, MP5,
Rocket Launcher
Lud's Gate.....Shotgun, Harpoon Gun,
Rocket Launcher
City.....None

Antarctica
Antarctica.....None
RX-Tech Mines.....None
Lost City Of Tinnos.....Desert Eagle,
Rocket Launcher
Meteorite Cavern.....None

BOSSSES

The four big bosses can easily be defeated
Follow these top tips to beat them and claim the Artefacts

BOSSSES BEATEN

There are four bosses in the game, but despite their lethal fire power, it's not too difficult to defeat them, once you know how.

India: Caves Of Kaliya

This firebombing baddie will soon set you on fire if you stand still. You also have to avoid falling in the flaming oil. However, there is a sneaky way to defeat him with ease.

Draw your shotgun (or pistols) as you slide into the room. Immediately run and jump to the middle and stand right in front of the guy, almost on top of him, shooting the whole time. When he lobbs his first fireballs, you may need to walk to the side of him to avoid them, but as long as you keep shooting (with shotgun), you'll defeat him before he can throw any more. You can now go and collect the ammo, then the artefact to complete the level.

South Pacific: Temple Of Puna

This is the boss who's been causing most people problems, but you just need to stick to a simple pattern to defeat him.

As soon as he swivels round, keep jumping left and right to avoid his deadly lightning bolts, while shooting continuously - the Desert Eagle and MP5 work well, if you have either. After a while he'll create a poisonous reptile: while this remains alive, you won't have to worry about lightning bolts. However, once it explodes, the boss will immediately start firing again, so be ready to start jumping! Keep repeating this process and eventually you'll defeat him.

London: City

Don't bother firing at the cackling Sophia - your shots can't hurt her. Instead, you need to get to the top of the level to electrocute her.

Head right up slope and turn around to monkey-climb across to pink light ledge. Climb up to ledge above and hang-drop off left end. Shimmy left and grab niche below. Climb in and down other side for secret Rocket. Drop down to collect Large Medi Pack. Climb out through niche

and drop down. Monkey-climb across to the left again and climb up. Follow bridge around to right and flick switch. Head back and up through fallen hatch. Climb up again and head right over bridge. Jump to left netting ladder and climb up. Crawl through niche and turn around to climb on top of it. Then run-jump forward to grab ledge. Head round to left to find fuse box. Shoot it to electrify the metal bridge - and Sophia! However, don't get on the bridge for Artefact until you've turned the electric off: run and jump to ledges to right of other side of bridge, then climb up back of bridge and left to find switch.

Antarctica: Meteorite Cavern

Dr Willard has turned into a giant spider, firing lethal bolts if he gets his sights on you. To avoid this, keep chasing him around the middle, but don't get too close - try to keep him on the opposite side of the circle. Stop every so often to take a few shots with Desert Eagle and eventually you'll stun him. It takes ten Desert Eagle shots to achieve this, so try to leave the last shots until you're by the passage you want to go down to retrieve an Artefact. Quickly dash to collect it, then run back before Willard reawakens. Start running around the middle again and repeat the process to retrieve all four Artefacts. Once the central core falls, you can finally kill Willard with your shots.

To escape from the cavern, jump to grab either ladder and climb up. Enter passage, then tunnel to the left. Follow it round to the ledge. Then monkey-climb across to the left ledge. Do a running jump over to the ledge on right. Then climb up to right snowy ledge. Turn right and do a running jump to rock ledge. Climb out to the top. Head into passage and slide down. Follow passage down, guns drawn. Shoot the guards outside and collect their goodies. Kill flame-thrower bloke. Kill guards and flamer behind fence, then hit switch. Head left and between green buildings. The helicopter will arrive. Once it lands, the gate will open: go through to complete the game.

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YOUR LETTERS

Welcome to the **readers' letters** section of PowerStation – the bit where you lot can **air your views** and **ask questions** on game-related subjects. You can email us at **powerstn@paragon.co.uk** or write in to us. We look forward to hearing from you.

Mouthy Mark here again. Watch out or you'll feel the sharp end of my tongue. You've been warned!



LOU SORTS IT OUT

Got an embarrassing personal problem? Then write in to our resident agony aunt, Lou. She'll tell you what to do – or where to go.

BIG BROTHER

Dear Lou,
My big brother got a PlayStation for Christmas, but now he hardly ever lets me play on it. He says it's because I might break something, but I think it's just because I kept beating him on Tekken and he's a bad loser. What can I do to make him let me play?

You could always offer to show him how to play Tekken properly! If that fails, tell all his mates how you beat him and he's too cowardly to play you again. Get them all to come round to watch you challenge him on Tekken.

LAZY PREMIER LEAGUE

Dear PowerStation
Whilst playing Premier Manager '98, I've just been thinking that something is missing in the game – and then I remembered a little game which came on three disks for the Amiga 500, took all afternoon to load, and was brilliant. It was called 'The Manager'. You could do all the usual stuff footy management games have, but you could also get bank loans, sell billboards, improve your ground's capacity, add seats, bogs, floodlights – and loads of other stuff. I know the animated game scoring sequences looked like a two-year-old had programmed them,

but I mean, aren't people like Gremlin supposed to look at all the similar games released before, take all the best bits, and progress a little? Come on, Gremlin: you know we suckers have to pay £40 a time. Other than that, it's not a bad game really – just incomplete. Perhaps they have, say, 'Premier Manager 2000' which is already finished and brilliant, but they release two games, one a year for 98 and 99, with not everything in them? They wouldn't do that, would they? They aren't owned by Electronic 'FIFA 97-R-T-WC-WC-98, 99' Arts, are they? Chris Shaw, Bury

You cynical devil, Chris! I'm sure Gremlin always try to make their games as good as possible – as do EA (who don't own Gremlin, by the way). And does a

Harbour; and, less frequently, in Battle Square. The Guide Book should be taken to the Kalm Traveller (found in the house furthest right in Kalm) in order to receive Underwater Materia.

On the subject of *Gran Turismo*, I don't wish to upset Mr Paul Morgan, but there are quite a few cars easily capable of defeating his pet Toyota Castrol Supra, most notably the race-modified and fully tuned Nissan GTRs (89, 91 or V-Spec) or Mitsubishi (GTO range or the Galant). I will be very happy to prove the point to him in the time-honoured tradition – if he is willing!
Philip Arnold, Rugby

Thanks for correcting us on those *FFVII* points, Philip. As for *Gran Turismo*, Paul still reckons the Castrol Supra is the best all-round car, but it's all down to personal taste at the end of the day. Sadly, he's too busy with *Metal Gear Solid* to accept your challenge.

And he's washing his hair that night.

FINAL WORD II

Dear PowerStation

Due to your review of the Xplorer cartridge, I decided to buy one and I think they are great. Anyhow, let me get to the point: *Final Fantasy VII*. The cheat to get the Chocobuckle in issue #27 is slightly incorrect. You forgot that you need to check the level of the Chocobo (using Sense Materia) and only if it has a level of 4 or multiple (8, 12, 16 etc) will it work when you've used L4 Suicide on it. In fact, even if this is the case, it doesn't always use Chocobuckle on you.

Thomas Holmes, Great Yarmouth

Cheers for pointing that out, Thomas.

NIGHTMARE CAST?

Dear PowerStation

I was reading an American games magazine recently. The words 'Tekken 4' and 'Resident Evil 3' caught my attention. But I was very disappointed to see that the Sega Dreamcast machine has stolen the rights to these sequels. So where on earth does that leave the PlayStation versions?

I could understand *Virtua Fighter* coming the Dreamcast as it is a Sega title. This machine looks to be the future, but I am happy with my PlayStation. And I don't want to have to buy a Dreamcast in order to play my favourite future releases. Have me and other Tekken and RE lovers got anything to worry about?

Ashley Ellis, Leeds

The Dreamcast will be getting a special version of *Resident Evil*, so



"It's really exciting..."

HARD COPY LETTERS

number 3 should still appear on other machines. As far as we know, the Dreamcast hasn't yet got exclusive rights for a *Tekken 4* conversion either. So don't lose any sleep, Ashley. We've had an imported Dreamcast in the office for several months and we're still not that impressed by it.

TWISTED TRIP

Dear PowerStation

First, I want to have a go at all those sad gits who keep asking you to put some sort of free CD on your mag. I think they should all have their heads placed in a blender and minced up until they are unrecognisable sludges.

Now that's off my chest, I'd like to ask some questions:

1. Why do *Rogue Trip* and *Vigilante 8* have an overwhelming resemblance to the *Twisted Metal* games?

2. When is *Twisted Metal 3* released or is it one of the aforementioned?

3. And don't you get peed off when people ask insignificant questions?

I am going to finish by saying... oh bugger, I forgot to finish my English essay which I am meant to be doing about now. Goodbye.

I B Red Guy, Cambridge

PS. On *Rogue Trip* you can make your vehicle move bloody quick (especially the flying ones) by repeatedly tapping the acceleration button.

1. *Rogue Trip* was programmed by Singletrac, the creators of the first two *Twisted Metal* games. *Vigilante 8* was probably inspired by the

success of *Twisted*

Metal, but then the road-blasting genre has been around for donkey's years.

2. So far Sony haven't confirmed a UK release date. The game's been out in the US since last year and we weren't that impressed - it's certainly not as good as *Rogue*

Trip.

3. Yes.

Thanks for the dodgy Lara pic, though.

THRU WITH IT

Dear PowerStation

I very much enjoyed your recent magazine which I bought for the first time earlier this week. The tips were extensive and well written, particularly *Tomb Raider III*.

However, please could I ask you to cease using the

abbreviation 'thru' for the word 'through' - it's really irritating to use Yank versions of words, especially when kids will no doubt pick up on this lazy spelling!

Steve Mappley,
Carshalton, Surrey

Seeing as 'walk-thru' is a made-up word anyway, surely it doesn't matter how it's spelt - particularly as we spell 'through' properly everywhere else in the magazine.

Wot yo beef wiv da lingo, jus coz it no ow dem rap in yo hood? Or so Paul Morgan told me.

BURNING RUBBER

Dear PowerStation

I'm writing to tell you a trick for *Grand Theft Auto*. It's on the level San Andreas, Mandarin Mayhem, where you start off with the red Jeep. Drive the Jeep to the nearest guns and ammo shop and get it fitted with a bomb. Drive it to the nearest bridge and detonate the bomb on it. Let the car blow and, while it's on fire, get into another car and slowly push the burning car off and jump off the bridge. When the fire's gone out, press ☐ and you can drive the burnt car.

Peter O'Keefe, Dublin

Thanks for that interesting info, Peter. Has anyone else got any new GTA tricks?

If so, keep 'em to your bleedin' self.

TURISMO TRASH

Dear PowerStation

This is referring to issue #27. For a start, Mouthy Mark is a total f***wit (right, I feel a lot better now). Also, Peter Marden, why did you decide that you were going to work out why you can't get around the track in 43.72 on ES1 Corsica? What is the point?

I've had enough of being a mean a***hole. I've now got a few questions.

1. Tomorrow my mum is going to order me an Action Replay cheat cartridge. Is it worth it?

2. I don't see why people like *Gran Turismo* so much, it's bloody sh**e! The likes of *TOCA 2* could beat the pants off

GT any day. And there IS one cheat for GT. It's to get all the licences and it works like this. Start the B-1 licence test, press pause, then enter ☐, ☐, ☐, ☐, ☐, ☐, ☐, ☐. Please bow down!

Sam Wilkinson, Milton Keynes

Not on your nellie! We repeat: there are NO cheats for *Gran Turismo*. That code has been going around for a while and it's a total dud - we tried it before on the UK and import versions of the game and, guess what, it DOESN'T WORK!

Mind you, that doesn't exactly surprise us after the incredible comments you made about *Gran Turismo* being crap. Are you out of your tiny mind? Or perhaps negotiating all those Milton Keynes roundabouts has warped your concept of exciting driving?

As for your first (and only) question, the Action Replay cartridge is fine, but the Fire Xplorer is better value.

And I'm the f***wit?

DUAL SHOCKER

Dear PowerStation

I have discovered another way of using a Dual Shock analogue controller, and this is for people without a girlfriend or boyfriend.

1. Simply buy a Dual Shock controller.

2. Play a game that is vibration compatible and vibrates rapidly.

3. During the game, press the button which activates the vibration, while holding the control handle really hard against your... [Snip!]

Daniel Elms, Bristol

We get the idea, Daniel! At least your parents now know why you spend so much time alone in your room with your PlayStation. And what those strange stains are on your carpet.

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Allen Darling, Ottershaw
Michael Sideway, South
Glammorgan
CD Atkinson, Durham
SR Parker, Leicester



THE Y FILES

TOPLESS WRESTLING

Dear PowerSneezer
Yes! And I didn't spell it wrong as you sneeze the rest of the PlayStation magazines up into space.

I would just like to tell you something which happened on *WWF Warzone*. There is a woman wrestler hidden in the game, called Sable. In the game, I was myself and I was going to have a match with The Rock. This, of course, was on Challenge mode. When I was coming down the aisle, I was just tapping the D-pad on my down. My opponent's music wasn't the usual - it sounded like a cat noise. And it wasn't The Rock making his way down the aisle, it was a beautiful-looking woman called Sable. She got in the ring, took her top off, and you could see her melons!

Glynn 'TNT' Howe, Anonyville

Hmm, we believe you, Glynn. But tell us, was this Sable also wearing furry trunks? If anyone else has seen her, we'd be glad to see the pictures to prove it.

If you're so hard, how come you have to get your Mum to order stuff for you?



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HIGH SCORING HEROES

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F1 '97

The F1'97 board is still jammed rigid. Have the optimum times been obtained or is there still room for improvement? Let's hear from the elite Formula 1 drivers out there! That is, if they fancy their chances against these top laps.

AUSTRALIA (MELBOURNE)
1:12:321.....Chris Kietley, Ipswich
BRAZIL (INTERLAGOS)
1:08:487.....David Milner, Coventry
ARGENTINA (BUENOS AIRES)
1:13:432.....James Dominick, Barnham
SAN MARINO (IMOLA)
1:14:105.....Chris Kietley, Ipswich
MONACO (MONTE CARLO)
1:08:605.....Matthew Lebreton, London
SPAIN (BARCELONA)
1:13:465.....David Easen, Belgrave, Tamworth
CANADA (MONTREAL)

1:13:125.....Matthew Lebreton, London
FRANCE (MAGNY-COURS)
1:08:925.....Matthew Lebreton, London
BRITAIN (SILVERSTONE)
1:21:097.....David Easen, Belgrave, Tamworth
GERMANY (HOCKENHEIM)
1:23:928.....Chris Kietley, Ipswich
HUNGARY (HUNGARORING)
1:07:356.....Chris Kietley, Ipswich
BELGIUM (SPA)
1:38:716.....Chris Kietley, Ipswich
ITALY (MONZA)
1:12:671.....Chris Kietley, Ipswich
AUSTRIA (OSTERREICHING)
1:08:777.....Matthew Lebreton, London
LUXEMBOURG (NURBURGRING)
1:13:306.....David Easen, Belgrave, Tamworth
JAPAN (SUZUKA)
1:17:398.....Keith Stein, Colchester
PORTUGAL (ESTORIL)
1:12:251.....David Easen, Belgrave, Tamworth
EUROPE (JEREZ)
1:11:870.....Matthew Lebreton, London

F1 '98

Not much movement on the F1'98 board this month. Julia Harris has been showing the boys how it's done. Go girlfriend!

LAP TIMES:
AUSTRALIA (MELBOURNE)
1:17:51.....Ben Givens, Eastbourne
BRAZIL (INTERLAGOS)
1:07:49.....Juliet Kelgridis, Glasgow
ARGENTINA (BUENOS AIRES)
1:15:38.....Ben Givens, Eastbourne
SAN MARINO (IMOLA)
1:20:31.....Nick Brow, Kent
SPAIN (BARCELONA)
1:21:45.....Julia Harris, Hammersmith, London
MONACO (MONTE CARLO)
1:17:21.....Ben Givens, Eastbourne
CANADA (MONTREAL)
1:18:37.....Ben Givens, Eastbourne
FRANCE (MAGNY-COURS)
1:19:29.....Juliet Kelgridis, Glasgow
BRITAIN (SILVERSTONE)
1:31:07.....Julia Harris, Hammersmith, London

AUSTRIA (A1 RING)
1:13:13.....Mong Gailey, Netherlands
GERMANY (HOCKENHEIM)
1:35:57.....Juliet Kelgridis, Glasgow
HUNGARY (HUNGARORING)
1:11:22.....Mark Van Busen, Isle Of Wight
BELGIUM (SPA)
1:49:21.....Mong Gailey, Netherlands
ITALY (MONZA)
1:26:99.....Mark Van Busen, Isle Of Wight
LUXEMBOURG (NURBURGRING)
1:51:69.....Mong Gailey, Netherlands
JAPAN (SUZUKA)
1:40:73.....Juliet Kelgridis, Glasgow



TEKKEN 3 (PAL)

Only bad Ben Krefta came close to challenging the mighty Phoenix's scores on this master of fighting games. With a tie for the lead who'll be good enough to break the deadlock?

FORCE MODE
129,710.....Liam Phoenix, Bournemouth
113,346.....Sarah Ikin, Northwich
112,893.....Steven Sheck, Bognor Regis
TIME ATTACK
3:56:10 (Jin).....Liam Phoenix, Bournemouth
3:56:10 (Yoshimitsu).....Ben Krefta, Rochester, Kent
4:27:56 (Eddy).....Mong Gailey, Netherlands



HOW TO ENTER

1. Get a top score or time on any PlayStation game.
2. Use a camera or video to record your score.
3. Send the photos/video with a piece of paper detailing the scores (and your name and address!) to: High-Scoring Heroes, PowerStation, Paragon House, St Peter's Road, Bournemouth BH1 2JS.
4. Include an SAE (of adequate postage and size!) if you want your photos/video back.

HIGH SCORING HEROES

GRAN TURISMO

It's all change on the *Gran Turismo* scoreboard. Jens Kraemer and Ian Mackenzie have been battling it out for dominance of the table. Hopefully, next month will decide who rules the best of all racing games!

LAP TIMES:

HIGH SPEED RING

0:42:504 (Skyline R33) Ian Mackenzie, Willesden, London

TRIAL MOUNTAIN

1:07:014 (R33GT-R Vspec) Bobster, Dannervirke, New Zealand

GRAND VALLEY EAST

0:49:616 (R33GT-R Vspec) Jens Kraemer, Essen, Germany

CLUBMAN STAGE R5

0:35:726 (R33GT-R Vspec) Ben Oldfield, Heversham, Cumbria

AUTUMN RING - MINI

0:27:660 (R33GT-R Vspec) Chris Kietley, Ipswich

AUTUMN RING

59:832 (FTO LM) Jens Kraemer, Essen, Germany

DEEP FOREST

59:311 (R33GT-R Vspec) Jens Kraemer, Essen, Germany

SPECIAL STAGE R5

1:02:508 (Skyline R33) Ian Mackenzie, Willesden, London

GRAND VALLEY SPEEDWAY I

1:26:214 (R33GT-R Vspec) Chris Kietley, Ipswich

SPECIAL STAGE R11

1:27:574 (GTO M12) Ian Mackenzie, Willesden, London

HIGH SPEED RING II

0:42:051 (Skyline R33) Ian Mackenzie, Willesden, London

AUTUMN RING - MINI II

0:27:992 (Nissan R32) Jim Archer, Buckingham

GRAND VALLEY EAST II

0:50:337 (R33GT-R Vspec) Jens Kraemer, Essen, Germany

CLUBMAN STAGE R5 II

0:36:188 (R33GT-R Vspec) Jens Kraemer, Essen, Germany

TRIAL MOUNTAIN II

1:07:596 (Skyline R33) Ian Mackenzie, Willesden, London

AUTUMN RING II

1:01:424 (R32GT-R89) Jens Kraemer, Essen, Germany

DEEP FOREST II

0:59:271 (R33GT-R Vspec) Jens Kraemer, Essen, Germany

SPECIAL STAGE R5 II

1:01:542 (Skyline R33) Ian Mackenzie, Willesden, London

GRAND VALLEY SPEEDWAY II

1:25:074 (R33GT-R Vspec) Jens Kraemer, Essen, Germany

SPECIAL STAGE R11 II

1:29:753 (Skyline R33) Ian Mackenzie, Willesden, London

TEST COURSE

0:48:372 (Supra RZ) Ian Mackenzie, Willesden, London



S.C.A.R.S.

Times are coming in thick and fast for this game. Unfortunately, most did not make the grade. Only Karen and Mike managed to drive to victory this month.

RALLY

58:44 Richard Miller, Rotherham

CANYON

1:00:26 Janice Peters, Exeter

MOUNTAIN

1:20:17 Mark Van Busen, Isle Of Wight

SKI

1:04:22 Karen Hunt, Lewisham

PIPE

1:35:20 Janice Peters, Exeter



WATER

50:16 Steven Sheck, Bognor Regis

ISLAND

51:22 Steven Sheck, Bognor Regis

BLADE

1:06 Mark Van Busen, Isle Of Wight

AZTEC

50:54 Mike Stuart, Leeds

TOCA TOURING CARS 2

No movement on the touring car front. Can the scores below be beaten? Only you can decide!

KNOCKHILL

1:14:00 Ben Givens, Eastbourne

STANDARD TIME TRIAL:

THRUXTON

1:38:98 Ben Givens, Eastbourne

SILVERSTONE

1:34:88 Ben Givens, Eastbourne

DONNINGTON

1:27:21 Julie Evans, Droitwich

BRANDS HATCH

46:66 Ben Givens, Eastbourne

OULTON PARK

1:21:90 Julie Evans, Droitwich

CROFT

1:40:81 Ben Givens, Eastbourne

SNETTERTON

1:26:18 Ben Givens, Eastbourne



TENCHU: STEALTH ASSASSINS

Hard man Phoenix is at it again! He totally blasted some of the previous scores for this bloodthirsty game. If you think you can beat this master assassin, send in your proof.

MISSION 1

Time: 9:01 Liam Phoenix, Bournemouth

Score: 400 Liam Phoenix, Bournemouth

MISSION 2

Time: 8:49 Barry Sisco, Hampshire

Score: 245 Mong Gailey, Netherlands

MISSION 3

Time: 7:47 Barry Sisco, Hampshire

Score: 300 Vince Goodman, Kent

MISSION 4

Time: 19:26 Liam Phoenix, Bournemouth

Score: 340 Liam Phoenix, Bournemouth

MISSION 5

Time: 26:50 Suresh Raj, South London

Score: 340 Barry Sisco, Hampshire

MISSION 6

Time: 13:28 Liam Phoenix, Bournemouth

Score: 310 Liam Phoenix, Bournemouth

MISSION 7

Time: 4:09 Suresh Raj, Hammersmith

Score: 310 Vince Goodman, Kent

MISSION 8

Time: 9:20 Barry Sisco, Hampshire

Score: 335 Mong Gailey, Netherlands

MISSION 9

Time: 10:01 Kim Trangh, Yorkshire

Score: 70 Barry Sisco, Hampshire

MISSION 10

Time: 28:32 Mong Gailey, Netherlands

Score: 340 Mong Gailey, Netherlands



PLAYER OF THE MONTH



It came down to a choice of two top-class high scorers this issue: Jens Kraemer from Germany and Ian Mackenzie from England. Each of them had notched up a respectable seven high scores in *Gran Turismo*. Naturally, as it was a tie, it had to go to penalties (well, we tossed a coin), so of course the Germans won. Well done Herr Jens, the pad's in the post!



Bandit Picture

In the bin of shame this month is the nameless individual who claimed to have knocked up some impressive 20-second

lap times on F1 '97. Whatever you were driving, sunshine, I sense it was cheat cartridge powered.

Black Hole Sun

Holy ghost on toast! More blackened, 'event horizon' style pics are flooding into the office. Remember the pictures you send must be clear and in focus, like this lovely pic of Rose McGowan's belly.





GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)



DUAL SHOCK COMPATIBLE

Six members of **Snake's** former unit, **Fox-Hound**, have taken over a **Nuclear Weapons** disposal facility and are **threatening** to **fire** a **nuclear weapon** unless their **demands** are met. Equipped only with a **scope**, a **packet of cigarettes** and a **Codec** (communications device) **time** is against you and **failure is not an option**.

Publisher: **Konami**
Price: **£44.99**
Format: **UK**

index

8 pages

dock	3.8
heliport	3.8
tank hangar	4.8
cell	5.8
armoury	6.8
tank hangar	7.8
nuke building 1	8.8
nuke building b1	8.8

MAP ICON KEY

SOCOM	
PSG-1	
NIKITA	
GRENADE	
CHAFF GRENADE	
STUN GRENADE	

METAL GEAR



The greatest
PlayStation
game ever!



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out now and
available from
most good
newsagents

THE UK'S BEST UNOFFICIAL
PLAYSTATION MAG.

SNAKE'S XTRA MOVES

As well as Snake's normal array of moves, he has some extra special ones up his sleeve:

Back To Wall - Hold the D-pad against the wall. Snake will then back up against the wall. Press the D-pad whilst he is up against the wall and Snake will walk sideways. Pressing X will make Snake duck.

The Knock - Hold the D-pad against the wall whilst pressing O. Snake will knock the wall, attracting the enemy's attention.

Stranglehold - Creep up behind the enemy guard, then press and hold R. Now the guard becomes your shield. You can move around, but after a short time the guard will try to struggle free, so just press and hold the R button again to reaffirm your grip.

Neck Breaker - Walk up behind the enemy and press R. Continue to tap R (roughly ten times) until Snake snaps the poor fella's neck.

Shoulder Throw - Tap R plus D-pad to throw the enemy over Snake's shoulder. Remember kids, don't try this at home!

Run & Shoot - Press and hold X when equipping Snake with the FA-MAS or Socom. Keep X held down and Snake will run and shoot simultaneously.

First-Person Sidestep - Whilst looking in the first-person mode (L1), press L1 to sidestep left and press R1 to sidestep right.

First-Person Nikita - When firing the Nikita Missile Launcher, hold L1 once you've launched one to see through a first-person view. This makes controlling the missile a lot easier. **C4 On Enemy Back** - When equipped with C4, press R plus the D-pad to place the chunk of plastic on the enemy's back. Although he senses you, there's little he can do about the explosive display.

METAL GEAR SOLID

GUIDE

SOLID STUNNER

THE GREATEST OF THEM ALL

In accordance with Konami's wishes, as the game isn't released until 26 February, we have only printed a small teaser in this issue. The first half of our complete mapped guide will appear in the next *PowerStation*, on sale 11 March, so order your copy now.

Despite the wait, Konami's spy and espionage epic proves to be the greatest PlayStation release ever. Here's why...

No game has ever managed to generate the same amount of interest as *Metal Gear Solid*. It's already been a massive hit in Japan and the US, and at long last the official UK version is set for release on 26 February.

METAL MARVEL

In case you've been living on Mars for the past few months, *Metal Gear Solid* is a spy thriller featuring one of the most well-respected agents in the business - one Solid Snake. He has been dumped on a remote Pacific island to thwart a terrorist nuclear attack against, it transpires, China (their retaliating strike ultimately being targeted at the US). You only have a limited time to infiltrate the heavily secured warehouse and deactivate the Metal Gear

LIQUID ACTION

From the atmospheric intro sequence featuring movie-style credits, you always feel as though you're starring in a big-budget Hollywood production. This is intensified by the flawless attention to detail and totally immersive sense of realism that is evident from the off. For example, can't see what's ahead? Then switch to the first-person view and have a look around! Need to get past some guards without alerting them? Just bang on a wall and get out of sight: as the clueless meat-heads investigate, nip around behind them and make your getaway. It's neat little touches like this that make *Metal Gear Solid* one of those games that you simply won't be able to tear yourself away from.

Charming intricacies aside, the nature of *Metal Gear Solid* is very adult-oriented. It contains a few swear words and you always get the feeling that the first PlayStation love scene is just around the corner, such is the extent of Snake's on-screen flirting with female comrade, Meryl. At one point she demands that Snake make love to her, but to be fair, she is possessed by a psycho gimp at the time!

SOLID GOLD

The adult theme extends to the actual plot that has more twists than Rudolph Gullit's hair. Throughout the drama, traitors become apparent, conspiracies evident and Gulf War syndrome explained. In fact, this

AR

SOLID

(a huge nuclear-weapon-carrying-mech), so the onus is on fulfilling your objective without getting into too many confrontations with the endless armies of patrolling soldiers.

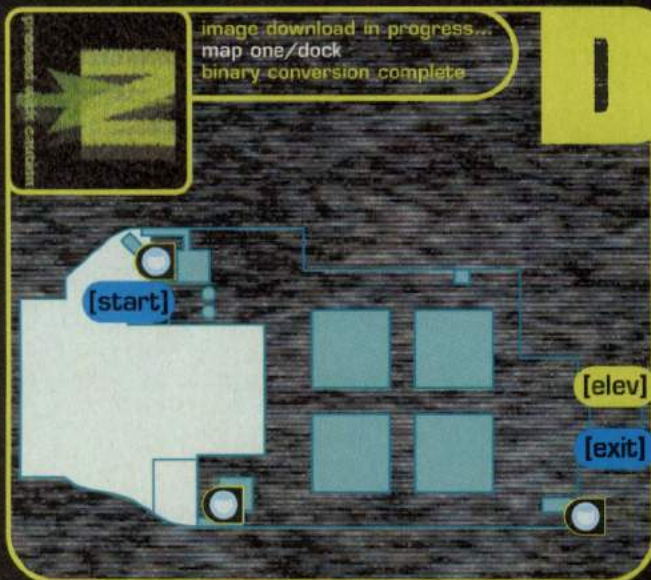
You start the mission with a nifty pair of binoculars, a packet of fags, and a radio implanted into your brain. With the latter, Snake can communicate with his commander and a host of intelligence beauties - which he pulls in record time, what a man! During his adventures, Snake can acquire a huge collection of gadgets, and more importantly, weapons, which are vital to him succeeding in his mission. From sniper rifles to rocket launchers, this is a dream come true for sharpshooters.

game's only downfall is the way in which the action is often delayed for long periods of time while characters talk and further developments are explained in the minutest detail. This is all essential for your overall enjoyment of the *Metal Gear Solid* experience though, and however tempting it is to simply skip the odd bit of blurb, to do so would be like robbing yourself.

All that's left to say then is: "Well done Konami!" Graphically magnificent, rich in plot, big on thrills and with a soundtrack to die for, *Metal Gear Solid* is undoubtedly the greatest game ever released on the PlayStation. A masterstroke!

97%

GUIDE



DOCK

Snake starts in the southeast corner of the docks. In the water just below, you'll find the first of three *Rations*. Collect the *Ration*. Walk up between the pipe and water tank. Crouch down and crawl underneath the pipe. To begin with, there are two guards patrolling this area – a third will arrive in the elevator shortly. Walk up against the wall in front. Wait for the guard pacing between the wall and left set of crates to get close enough. Then, as he turns, creep up behind him and get a stranglehold. Now snap his neck before he tries to wriggle free. If you've done it correctly, he won't be able to alert the other

guard, especially once you've broken his neck; also, you will be presented with a *Ration*.

The other guard is usually patrolling the far east block of crates, so make your way over, being careful not to step in any puddles – as this alerts the guard, resulting in a quick response from him. Now you must wait until the third guard arrives in the elevator. This is usually shortly after the 'Assistant Director' credit flashes up on the screen. Take out the remaining guard in the same way as the previous two. If you encounter any problems – such as the guard(s) being alerted to your presence – you can dive into the water via the break in the barriers next to the water's edge.

With all three guards eliminated, make your way into the elevator at the north of the docks. This will take you up to the next section.

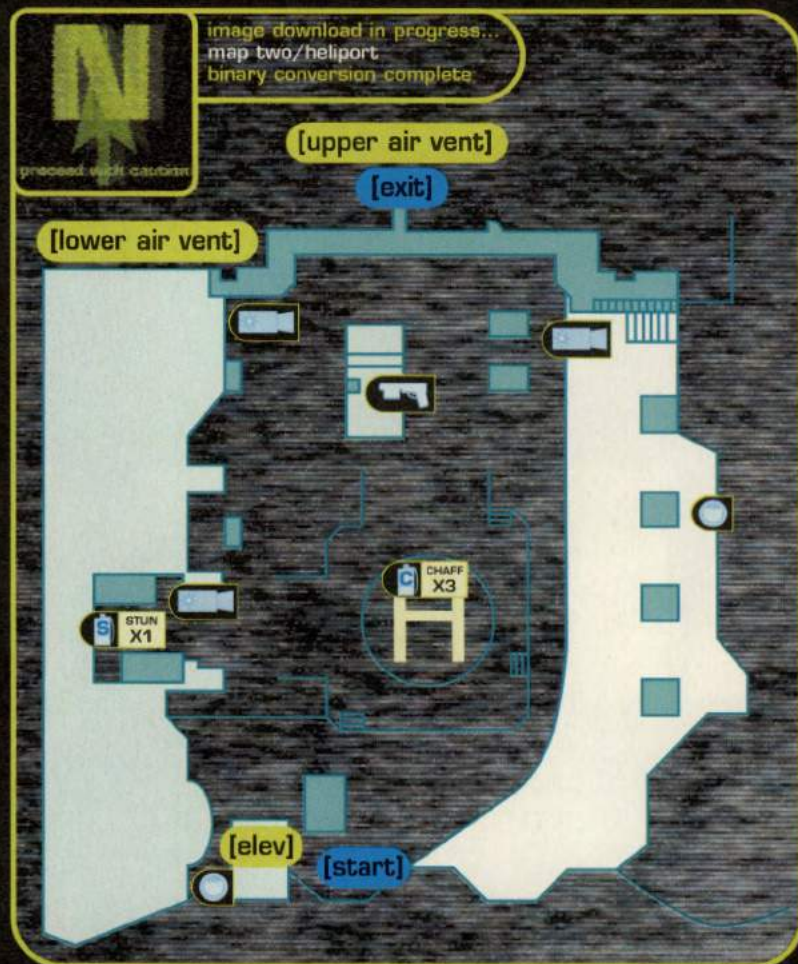
HELIPORT

If you're in need of a *Ration* refresh, you'll find one on the left-hand side of the elevator. Just to the north of your starting point you'll find the helicopter landing zone – ignore it for the time being and continue east towards the section of snow. There is a *Ration* next to the third crate up on the right if you need it – but be warned: the guards will be alerted by your footprints.

Instead, run over to the steps on the east side of the helicopter landing zone. Wait for the lights to leave a path and sprint across to the other side, collecting the *Chaff Grenade x3* in the process. Continue running west into a small room. Snake will discover a surveillance camera for the first time at this point. To prevent our hero from being spotted, crouch down and crawl by the crates towards the top-left corner of the room. When the camera turns to focus on the door, run over and grab the *Stun Grenades x3*, then quickly run back. Crouch down and crawl once again to exit the room.

North of the landing zone you'll find a truck. Avoiding the guards, jump into the truck and collect the *Socom* pistol at the back. Your next task is to enter the complex via one of the two air vents: that are located in the northwest corner and on the north higher platform of the Heliport. The safest one to enter is on the higher platform.

Make your way up the steps in the northeast section of the Heliport – avoiding the cameras and guards in the process – and proceed west until you find



the air vent. Before you enter, Colonel Campbell will call you via the Codec. Once you've spoken to him, crouch down and crawl into the air vent.

As you proceed through the vent, you'll come to a grate. The game will then

switch to a short FMV clip with two guards talking about the DARPA Chief and some unknown intruder. Follow the tight passageway until you reach a hole in the vent. There is also a *Ration* just past it. Drop down.

GUIDE

issue 32¹⁹⁹⁹ **PowerStation**



GUIDE

CELL

As soon as you step out of the elevator, Mei Ling calls you on the Codec and informs you about the DARPA Chief. When Snake's finished flirting with Mei Ling, follow the corridor south, then east until you reach the ladder. Climb up.

You're now inside another air vent. This time, your destination is the prison cells. Proceed forwards. You will come to a side vent leading left. Down here you'll find a box of *Socom/Bullet x12* and a guard sitting in a toilet cubicle below. After collecting the ammo, head back out into the main vent (turn left) and continue forwards.

You will come across the first of two grates. If you look into the first grate you'll find Meryl exercising away. Continue onto the second grate and look down. This is the DARPA Chief's cell and, after a lengthy FMV sequence, you will hear a commotion outside your cell.

After the FMV display, three guards will enter the area through a security door. Use your quick wits and Socom to kill these guys and the others that follow. After the fourth group, three grenades will be tossed into the area. Make sure you're in the top-right corner of the room to avoid being hit. Take out the final group and you'll be treated to another FMV sequence.

Equip yourself with the *Level 1 Keycard* and head back into the cell area. In the two rooms to the south (office and toilet), you'll find two boxes of *Socom/Bullet x12*. Grab the ammo, then head back to the elevator and down to Level B2.

image download in progress...
map four/cell
binary conversion complete



[elev]

[start/exit]

[darpa chief]

[meryl]

AMMO
X12

AMMO
X12

[ladder]

METAL GEAR SOLID

GUIDE

ARMOURY

As well as six storage rooms within this area, there are three floor traps which lead to certain death – namely yours! You can either use the Thermal Goggles in order to see the trap doors for yourself or check the corresponding map for their locations; but as long as you run over them, you won't fall in.

Still equipped with the Level 1 Keycard, enter the top-middle room and collect the two boxes of C4 x2. Exit the

room and enter the one directly below it (bottom middle) to find a box of *Socom/Bullet x12*. You'll find two boxes containing *Grenade x4* in the bottom-left room.

Exit the room and make your way back to the elevator. There is a weak section of the wall on both sides of the elevator, which leads to some damn handy pickups. Using the C4, place it against the weak section, stand back, then blow a

hole in the wall. You will find a *Stun Grenade x3* and a *Chaff Grenade x3* in the west section; the east section contains two *Socom/Bullet x12* and a *C4 x2* (which replaces the two you've just used).

Now that you know a weak wall when you see one, you'll find the exit out of this area in the southwest corner. Blow the wall, then head through the gap. There are two more weak spots to take care of: one on the right wall towards the bottom; the second on the far wall towards the right. The final explosion will take you through to President Baker, and the first boss... Revolver Ocelot.

image download in progress...
map five/armoury
binary conversion complete



BOSS

REVOLVER OCELOT

The first and therefore the easiest boss you'll face with your trusty *Socom* at your side, Revolver will try to keep his distance at all times and will only stop to reload his gun. The key to defeating him is by continually doubling back. Never chase him, as you'll be running around and around like something from a *Benny Hill* episode.

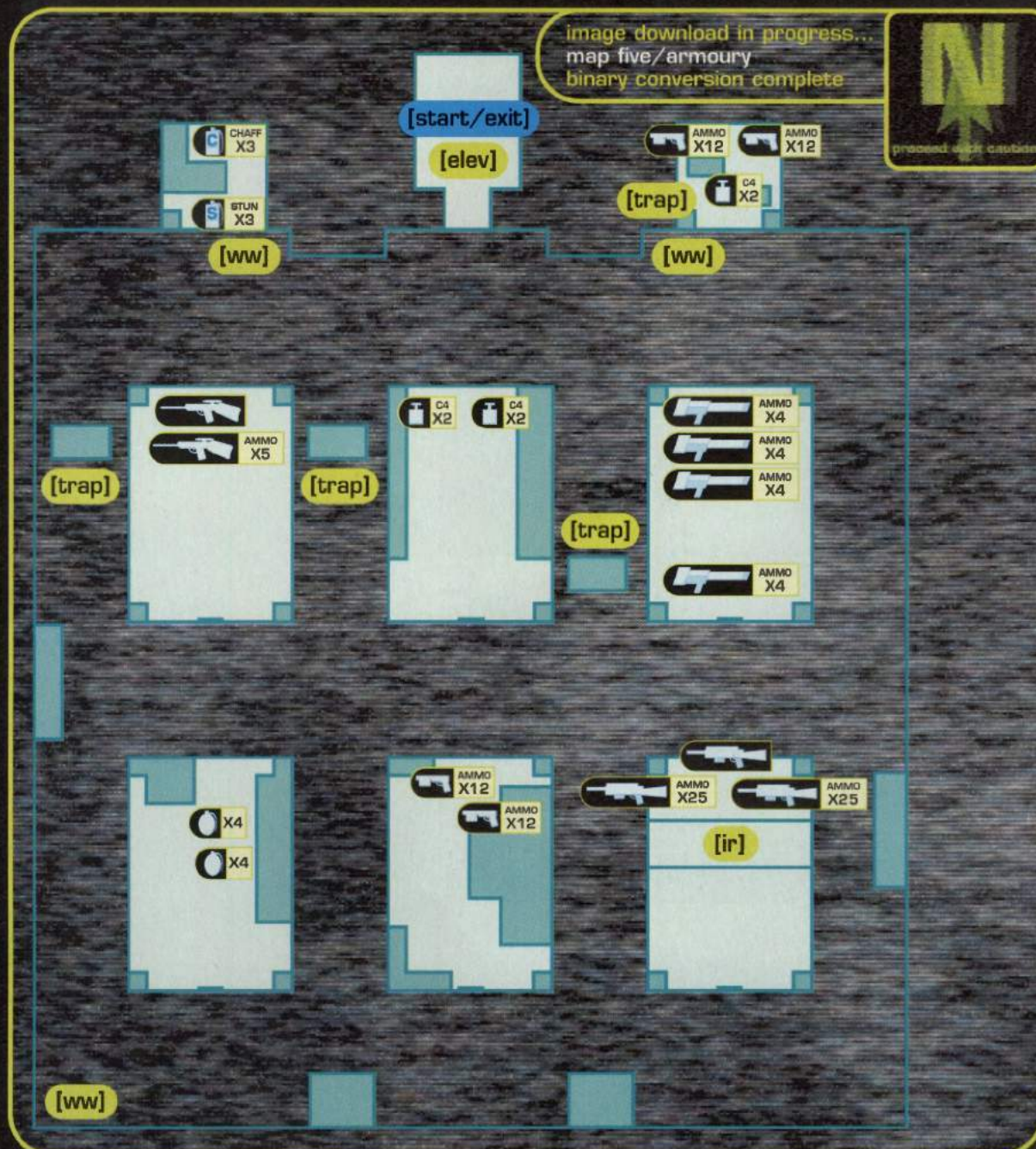
For example, if Ocelot is running clockwise towards the top of the room, you should run anticlockwise towards the top of the room. When he doubles back, you do the same. After two or three retreats, he should stop to reload his gun. This is when you have your chance to fire off a couple of shots. Keep repeating this tactic until his energy is drained and the FMV kicks in.

Tip: Always avoid the wires surrounding President Baker – otherwise, boom!

Tip: Crawl under the wires to get the third *Socom/Bullet x12* box.

Armoury Continued...

After a movie-length FMV sequence, head back to the main Armoury room. With the *Level 2 Keycard* that President Baker gave you, you can now open the door to the bottom-right room. Equip your Thermal Goggles once inside and you'll see the two infrared security beams. Crawl under the beams and grab the *FA-MAS* and two *FA-MAS/Bullet x25*. Avoiding the guards and traps, make your way back to the elevator and go up to the first floor – Tank Hangar.





GUIDE

TANK HANGAR

Upon this second visit to the hangar, you'll notice that the tank on the right has left the building (hummm?). Exit the elevator and head over to the northeast room. Be careful as you enter this room as there's a sleeping guard at the end of it. Creep up just behind him, then quickly put him in a shoulder hold before snapping his neck. You will also find a *Suppressor* for the Socom - which means that guards will no longer hear your gun when its fired.

Now make your way across the hangar to the stairs on the west side. Sneak past the camera and follow the metallic platform round to the room in the northeast corner (directly above the room with the Suppressor). In here you will find the *Mine Detector* and a *Ration* - should you need it.

Exit the room and follow the platform back round to the west side. Enter the

room just up on the left. Collect the *Chaff Grenade x3* and *Cardboard Box/A*.

Activate your Codec (press Select) and tune it to the frequency 140.15 (Meryl's). After a whole lot of sweet talking, Meryl will help you open the large gate on the right side of the elevator.

Don't get impatient, as you will have to wait for her to contact you before heading down the stairs and into the cargo bay.

As soon as you get the message, avoid the guards as you run across the hangar into the cargo bay. There are infrared lights placed throughout this bay, so you will need to use the Thermal Goggles once again. Walk up to the first light. Wait for it to reach its peak before running under it. Do the same for each infrared beam. When you reach the far cargo bay door, equip your Level 2 Keycard to open it up. Walk through.

BOSS

VULCAN RAVEN

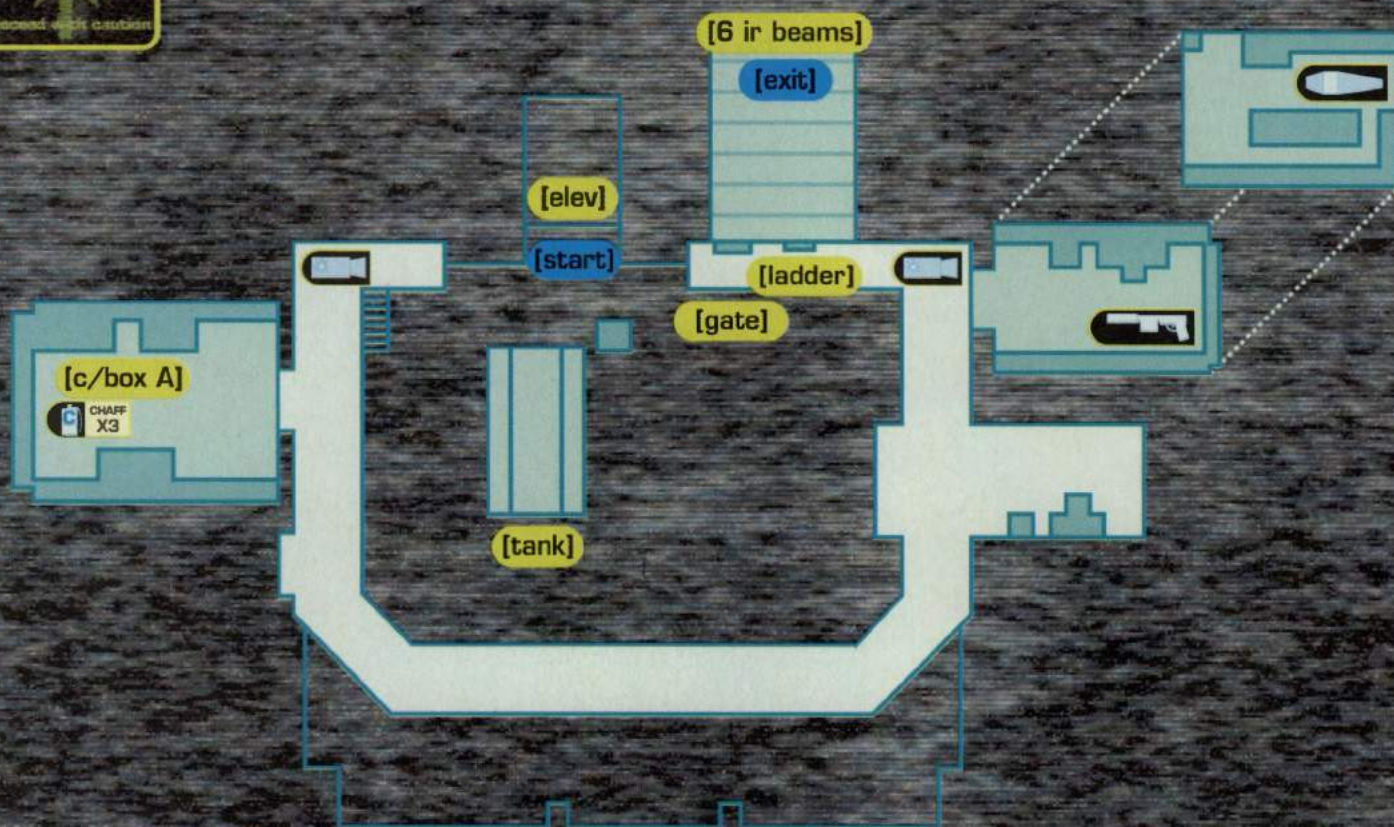
This next section is snow joke. First, you must switch back to your Thermal Goggles - this way you will see the *Claymores* under the snow. Now crouch down and crawl up to each of the four *Claymores* in front of you. You'll find a fifth just off to your left (west), as well as a *Ration*.

As you proceed north you'll find the missing tank from the Hangar. This is driven by Vulcan Raven, the second boss. The best tactic is to use *Chaff Grenades* to blind the tank's radar, then throw *Grenades* up on/into the tank. A direct hit will take out the first guard in one fell swoop. Otherwise two near misses will do the trick. Repeat again for the second guard who replaces the dead first one.

Once both guards are killed - with Raven still hiding inside - another FMV sequence will be triggered.



image download in progress...
map six/tank hangar
binary conversion complete



METAL GEAR SOLID

GUIDE

NUKE BUILDING 1

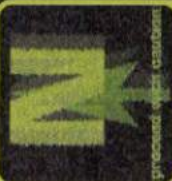
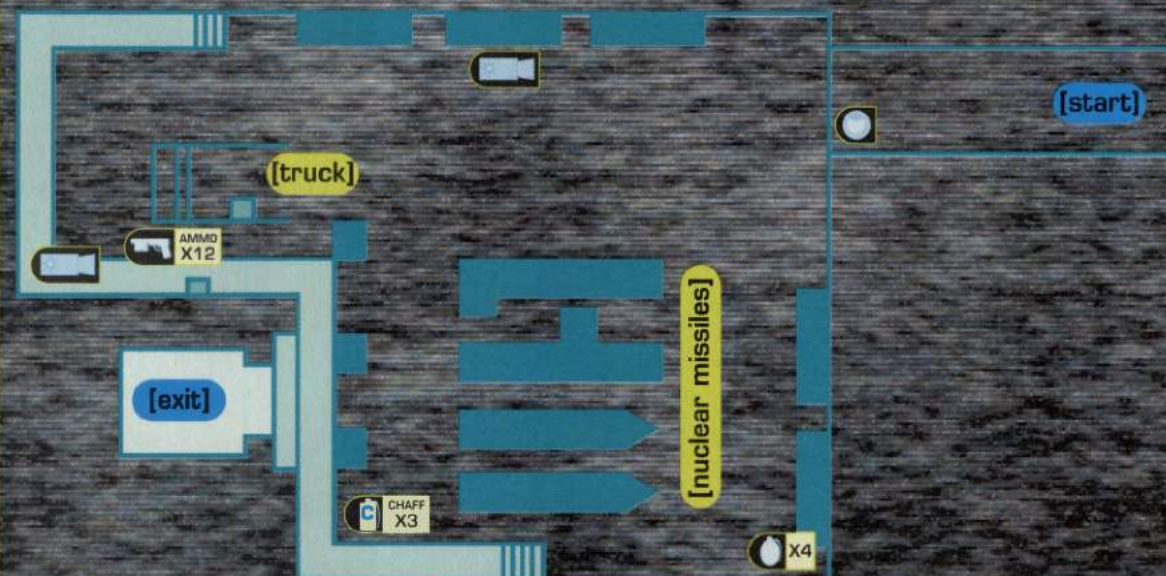


image download in progress...
map seven/nuke building 1
binary conversion complete

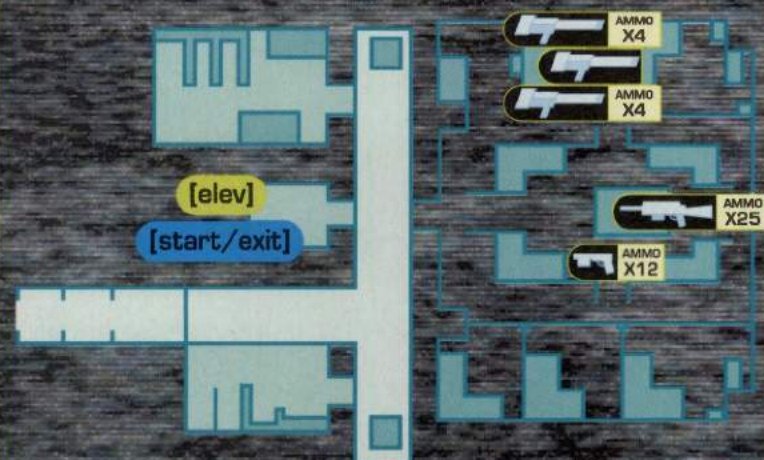


First things first: run up the narrow platform to your left and collect the *Ration* – after your fight with Raven, you're probably going to need it. Head back down the platform, then make your way to the large door that is slightly ajar. Crouch down and crawl under. Whilst you're lying down, it would now be a good time to use your scope to check the layout and enemy movements.

If you need a few pick-me-ups, you'll find a box of *Socom/Bullet x12* near the northwest corner, *Chaff Grenade x3* in the west corner and *Grenade x4* in the southwest corner. Now head up the steps to the west and make your way to the elevator. You may need to double back and wait for the guard to turn around. Once he clears off, proceed into the elevator and down to Level B1.



image download in progress...
map eight/nuke building b1
binary conversion complete



NUKE BUILDING B1

As you exit the elevator, the main door is directly opposite you. But before you proceed through, enter the room to the west (toilets). Creep up behind the guard and snap his neck like a twig – he won't be bothering anyone again!

Exit the toilets and enter the large room opposite the elevator. There is one more guard in here. Take him out with your silenced *Socom*, then collect the *Socom/Bullet x12* and *FA-MAS/Bullet x25* (under the middle table) in the lower section of the room. In the northeast corner of the room you'll find *Stun Grenade x3*, but more importantly, the *Nikita Launcher* is in the room below it (east), as well as two *Nikita Missile x4*.

Once you've collected all these, head back to the elevator and down to Level B2.



TO BE CONTINUED...

Our massive *Metal Gear Solid* guide is continued in the next issue of *PowerStation*, with maps and tips to take you halfway through this huge game. *PowerStation* #33 is on sale from all good newsagents from 11 March.



GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)

Publisher: THQ
Price: £39.99
Format: UK

index

guide

6 page

cheats02
basic moves.....02
key02
regular wrestlers I...03
regular wrestlers II...04
hidden wrestlers I...05
hidden wrestlers II...06

WCW THQ

Wrestling fans can get to **grips** with WCW and nWo opponents in THQ's latest **grappling extravaganza**. The **PowerStation Pummeller** reveals all the **special moves**, **secret wrestlers**, and **cheats**.



PLAY 44 The best so far!



THE UK'S BEST UNOFFICIAL PLAYSTATION MAG

WCW/NWO THUNDER

GUIDE

WCW/NWO THUNDER

CHEATS

Unlock All Wrestlers

On any of the menu screens, press R1 x4, L1 x4, R2 x4, L2 x4. Select to hear a sound. You can now select from all 64 standard wrestlers, plus 64 extra ones including girls, programmers, and various animals!

Alternatively to individually unlock each wrestler's hidden counterpart, highlight him on the character select screen and press R1, L2, R2, L1, R1, L2, R2. Select. (To unlock each wrestler's counterpart without cheating, you have to win any championship with him.)

Alter Might

On any of the menu screens, press L2 x4, R2 x4, L1 x4, R1 x4. Select to hear a noise. You can now alter the power of each wrestler's body parts by press L1, L2, R1, or R2. Note that red means weak, while green equals strong.

Unlock All Rings

On any of the menu screens, press L1, L2, R1, R2, L1, L2, R1, R2. Select to hear a noise. You can now select from lots of extra rings on the Options screen. Alternatively, on the Options menu, press R1, R2, R1, R2. Select to advance to the next ring. Or L1, L2, L1, L2. Select to scroll backwards through them.

Big Head Mode

On any of the menu screens, press R1 x7, R2. Select to hear a noise.

Big Wrestlers Mode

On any of the menu screens, press R2 x7, R1. Select to hear a noise.



BASIC MOVES

OPPONENT STANDING

Punch	■
Chop	▲
Kick	×
Drop Kick	↓, ×
Hip Toss	⇐, ■
Snapmare	↑, ■
Arm Lock	↑, ▲
Standard Suplex	▲, ■
Back Breaker	↑, ■, ▲
Body Slam	↑, ▲, ▲
Overhead Slam	↑, ▲, ● (Giant Wrestlers only)
Frankensteiner	⇐, ■, ×

(Standard Wrestlers only)

Head Scissors	↑, ■, ▲
---------------	---------

(Standard Wrestlers only)

Leave/Enter Ring	Towards ropes + ●
Climb/Leave Turnbuckle	In corner, D-pad
towards turnbuckle + ●	

Throw To Ropes/Turnbuckle	⇐, ●
Throw Out Of Ring	⇐, ×, ●
Test Of Strength	↑, ● (then rapidly hammer all buttons)

Call For Help	Select
Block	L1
Dodge	R1
Taunt	L2 (restores energy)
Tag	R2
Engage Grapple	⇐, ●

OPPONENT IN GRAPPLE

Power Bomb	■, ×
Pile Driver	▲, ●
Vertical Suplex	⇐, ▲

GRAPPLE COUNTER

Reversal Flip	↓, ↓... (press ↓ repeatedly before opponent can perform move)
---------------	---

OPPONENT ON CANVAS

Elbow Drop	■
Leg Drop	▲
Knee Drop	×
Stamp	↓, ×
Pin	●
Lift	↑, ●
Drag	⇐, ● (away from ropes, to pin)

VS CHARGING OPPONENT

Clothesline	■
Spinning Kick	▲

FROM TOP OF TURNBUCKLE

Leg Drop	▲
Knee Drop	×
Elbow Drop	×
Drop Kick	↑, ×

OPPONENT AGAINST TURNBUCKLE

Elbow	■
Chop	▲
Knee	×
Splash	↑, ×
Head Punches	⇐, ■, ■ (repeatedly press ■ to keep punching)
Foot Choke	⇐, ▲, ▲ (Giant Wrestlers only)

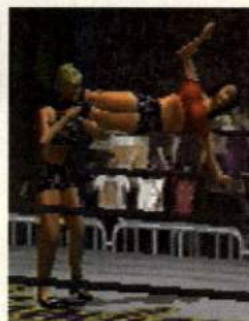
WITH WEAPON

Swing	■
Throw	×
Drop	▲
Choke	■, ■, ■ (close and only some weapons)

SPECIAL MOVES KEY

(A) = Opponent on floor with energy bar flashing
(B) = Opponent standing with energy bar flashing

(C) = Opponent running towards you
(D) = From top of turnbuckle (corner)
(E) = From centre, opponent against turnbuckle
(F) = Opponent on floor



▲ The Head Scissors move involves flinging your legs around your opponent's neck to throw them down.



▲ Various weapons can be found outside the ring, including iron bars, chairs, and an electric guitar.

GUIDE

REGULAR WRESTLERS I

HOLLYWOOD HOGAN

- X, ●, ● Knee Bashes
- ▲, ▲, ▲ Big Boot (C)
- ↑, ■, X Hollywood Leg Drop (A)



BRET HART

- , ■, ■ Leg Trip
- ▲, ■, ■ Atomic Head-butt (F)
- ↑, ■, ▲ Sharpshooter (A)



STING

- ▲, ▲, ● Scorpion Death Drop
- X, ●, X Stinger Splash (E)
- ↑, ■, X, ■ Scorpion Deathlock (A)



LEX LUGER

- X, X, ● Atomic Drop
- ▲, ▲, ▲ Diving Clothesline (C)
- ↑, ▲, ■, ▲ Torture Rack (B)



GIANT

- ↑, ▲, ■ Choke Lift
- , ▲, ▲ One Hand Pancake
- ↑, X, ● Choke Slam (B)



DIAMOND DALLAS PAGE

- , ■, X Spinning Sidewalk Slam
- ▲, ●, ● Spinning Back Splash
- ↑, X, X, ● Diamond Cutter (B)



RAVEN

- , X, ■ Cheap Shot
- ↑, X, ● Arm Drag Takedown
- ↑, +, ▲, ▲ Evenflow DDT (B)



SATURN

- X, ●, X Power Slam
- ↑, X, X Gargoyle Suplex
- ↑, X, X, X Death Valley Driver (B)



GOLDBERG

- ▲, ●, ● Overhead Slam
- ↑, ▲, ● Tackle
- ↑, ▲, ▲, ▲ Jackhammer (B)



KEVIN NASH

- ↑, ▲, ■ Choke Lift
- , ■, ▲ Sidewalk Slam
- ↑, ■, X, ■ Super Power Bomb (B)



SCOTT HALL

- X, ■, ■ Head-butt
- ↑, ▲, ● Fallaway Slam
- ↑, ■, X, X Outsider's Edge (B)



CURT HENNIG

- X, X, ■ Snap Suplex
- ↑, X, ■ Back Suplex
- ↑, ▲, ▲, ■ Hennig Plex (B)



MACHO MAN RANDY SAVAGE

- , X, X Face Smash
- ↑, ▲, ■ Shoulder Throw
- ↑, ▲, ●, ▲ Super Flying Elbow Drop (A or B, D)



RICK STEINER

- , ■, ■ Pick-Up Slam
- ↑, ▲, ● Spinebuster
- ↑, ▲, ●, ● Huge Tackle (B)



SCOTT STEINER

- X, X, X Inverted Slam
- ↑, ▲, ▲ Pound To The Ground
- ↑, ■, ■, ▲ Steiner Recliner (A)



JERICO

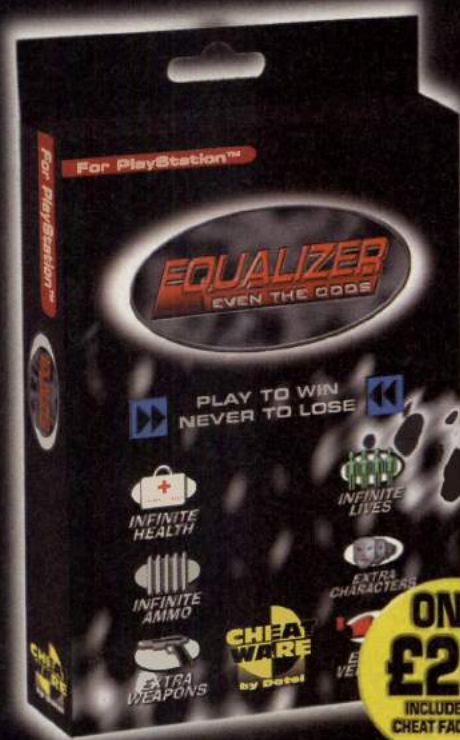
- ↑, X, ■ Torso Flip
- ▲, ■, ▲ Swinging Head Scissors
- ↑, ■, ■, ■ Lion Tamer (A)



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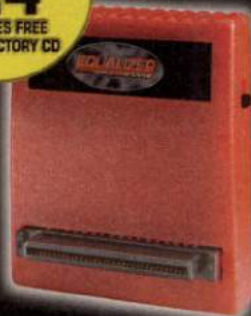


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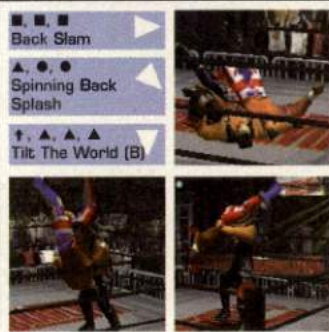
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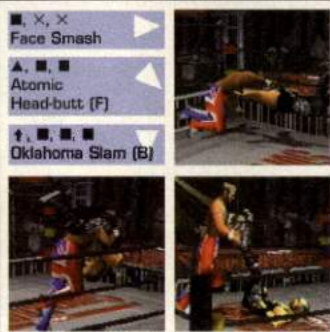
GUIDE

REGULAR WRESTLERS II

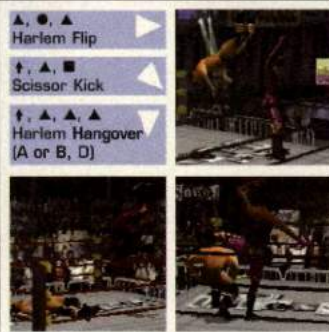
BRIAN ADAMS



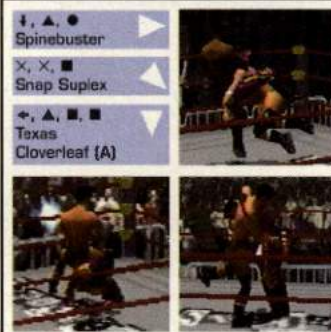
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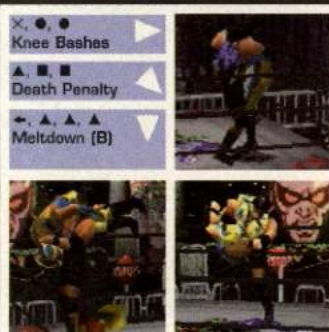
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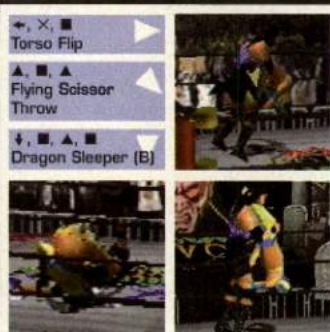
DEAN MALENKO



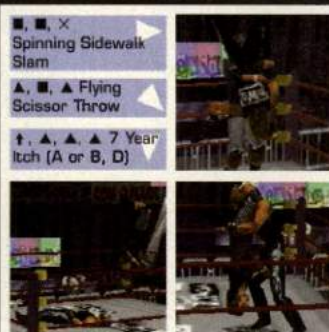
WRATH



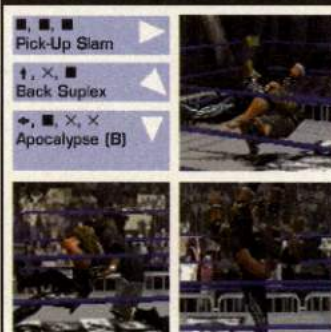
ULTIMO DRAGON



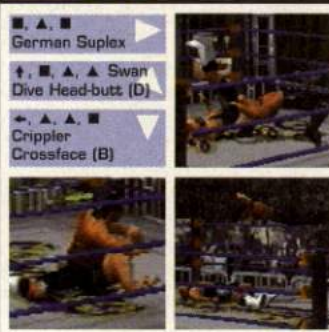
BILLY KIDMAN



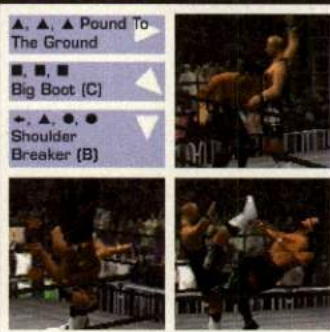
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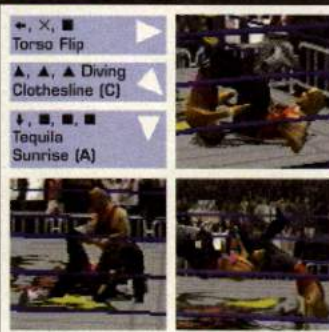
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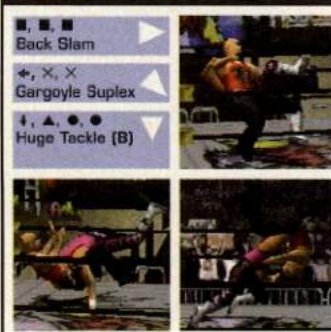
SCOTT NORTON



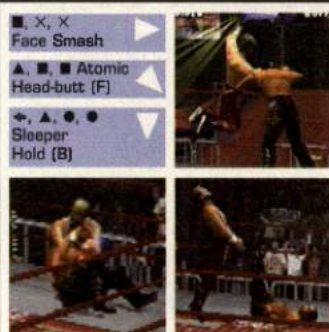
KONNAN



ANVIL



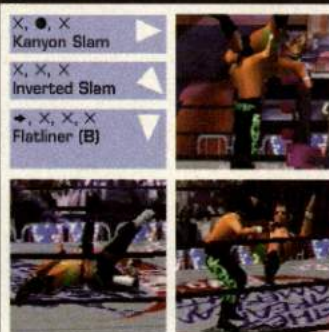
ROWDY RODDY PIPER



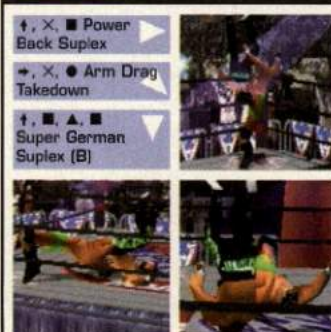
BUFF BAGWELL



KANYON



ALEX WRIGHT



WCW/NWO THUNDER

GUIDE

HIDDEN WRESTLERS I

EDDY GUERRERO

←, X, ■
Torso Flip



▲, ■, ▲ Flying
Scissor Throw



↑, ▲, ●, ●
Frog Splash
(A or B, D)



VAN HAMMER

↑, X, ■
Back Suplex



←, X, X
Gargoyle Suplex



↑, ▲, ▲, ▲
Tilt The
World (B)



STEVE RAY

▲, ▲, ▲
Pound To Ground



▲, ●, ▲
Harlem Flip



←, ▲, ●, ●
Shoulder
Breaker (B)



SCOTTY RIGGS

X, X, ●
Atomic Drop



←, X, ●
Arm Drag
Takedown



←, ▲, ▲, ●
Blockbuster (B)



HORACE

▲, ▲, ▲
Pound To
Ground



←, X, X
Gargoyle Suplex



←, ▲, ▲, ▲
Meltown (B)



REY MYSTERIO JR

←, X, ■
Torso Flip



▲, ■, ▲
Flying Scissor
Throw



←, ▲, ▲, ■
Hennig Plex (B)



LODI

X, ●, X
Power Slam



▲, ■, ■ Atomic
Head-butt (F)



↑, X, X, X
Death Valley
Driver (B)



SICK BOY

↑, ▲, ●, ●
Tackle



▲, ●, ● Spinning
Back Splash



↑, ■, ■, ■
Oklahoma
Slam (B)



DISCO INFERNO

■, ■, ■
Leg Trip



▲, ▲, ■
Shoulder Throw



←, ■, X, X
Apocalypse (B)



ERNEST MILLER

↑, ▲, ■
Scissor Kick



↑, ■, ▲, ▲ Swan
Dive Head-butt (D)



↑, ■, ■, ▲
Steiner Recliner (A)



BARBARIAN

▲, ▲, ▲ Pound To
The Ground



▲, ●, ●
Overhead Slam



←, ▲, ▲, ▲
Meltown (B)



MENG

■, ■, ■
Pick-Up Slam



↑, ▲, ●, ●
Tackle



←, ▲, ●, ●
Shoulder
Breaker (B)



FIT FINLEY

■, ■, ■
Leg Trip



▲, ■, ■
Death Penalty



←, ▲, ▲, ■
Crippler Cross
Face (B)



REESE

■, ■, ▲
Sidewalk Slam



↑, ▲, ■
Choke Lift



↑, X, ●, ●
Choke Slam (B)



CHAVO GUERRERO JR

←, X, ■
Torso Flip



X, X, ■
Snap Suplex



↑, ▲, ▲
Evenflow DDT (B)



LA PARKA

X, ●, ●
Knee Bashes



▲, ■, ▲
Flying Scissor
Throw



↑, ■, ■, ■
Lion Tamer (A)

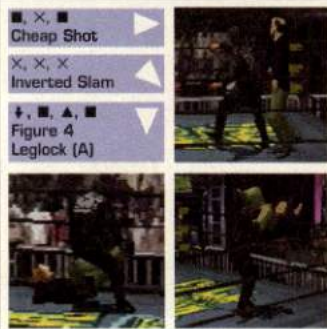




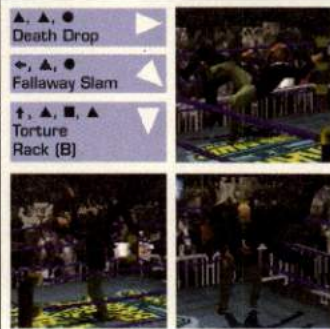
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HIDDEN WRESTLERS II

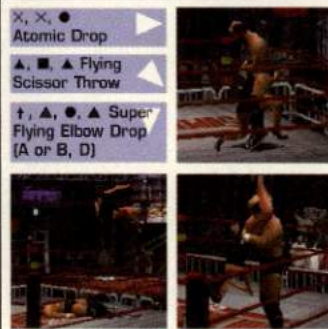
ERIC BISCHOFF



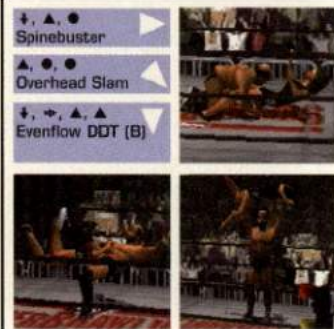
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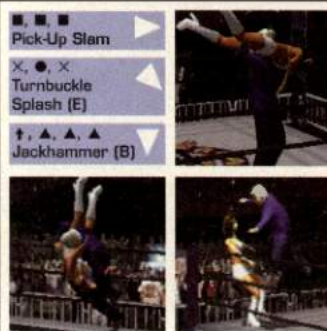
MISS ELIZABETH



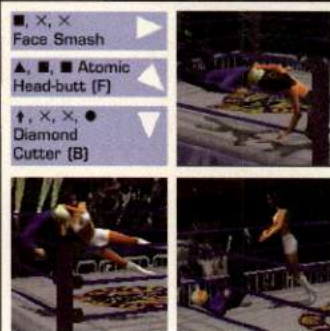
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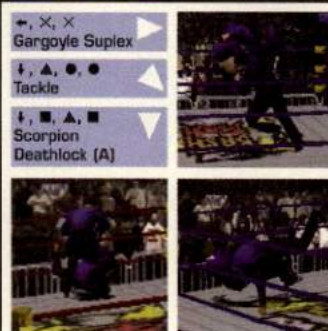
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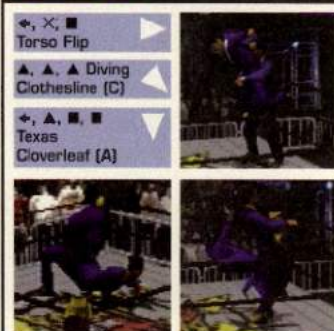
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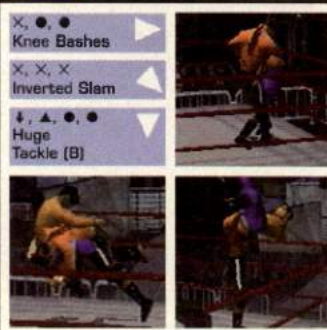
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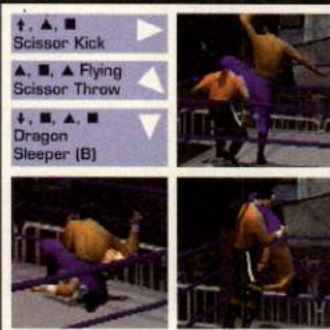
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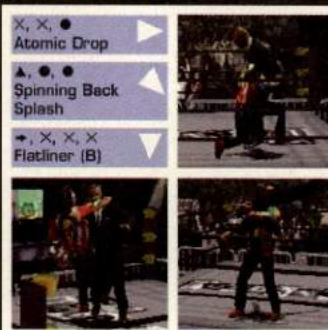
MONGO



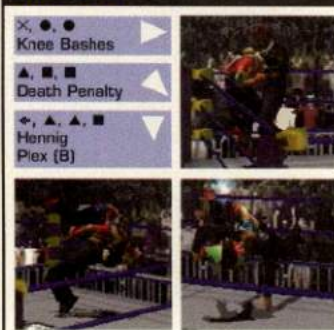
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JIMMY HART



RICK RUDE



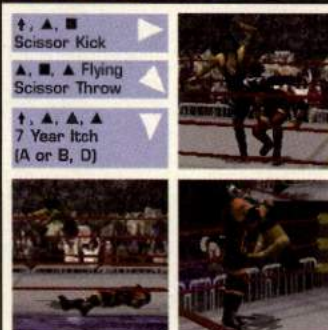
MIKE ENOS



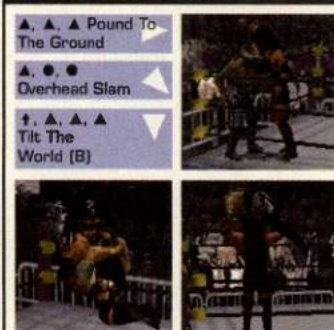
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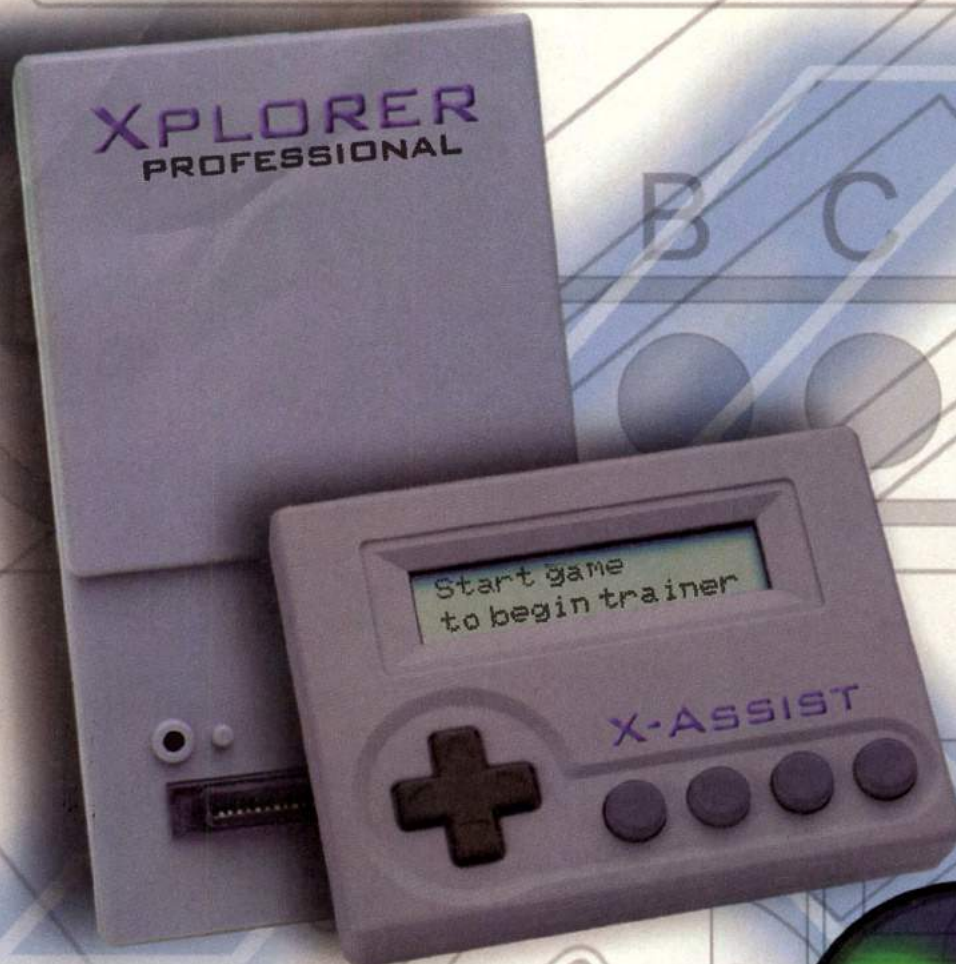
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GUIDE

MAX POWER RACING

In Max Power Racing, you get to **drive everything** from a **Nissan Micra** to a sleek **Marcos Mantis**. **PowerStation** guides you through the cars and tracks.

Publisher: Infogrames
Price: £44.99
Format: UK

index

general tips.....02
car selection.....03
tracks.....05

game: MAX POWER RACING

01.06



Any boy racer's wet dream



MAX POWER RACING

GUIDE

POWER

TIPS

Don't put your foot down before reading this
These turbo tips will help you race to victory

GENERAL RACING TIPS

Cornering

Although *Max Power Racing* is an arcade game, you must still obey the laws of physics. Nailing the throttle and attempting to drive at top speed all the time will only result in disaster, so apply some judgement to each corner and if it's a tight one, slow down!

allow you to get into a better position to take the racing line. Although each location features just one basic course, on the later levels you may have to race it backwards or take a diversion.

Test The Car

Whenever you upgrade to a new car, take it for a spin first, either on the Test Track or by using the Time Trial option. Every car behaves differently, so it is vital that you learn how the car performs and become comfortable with the performance. Just because you've unlocked a new car, it doesn't mean it will be better than the one you have been driving.



Power-Sliding

As you enter longer corners, you can slide the car through them by keeping the speed up and applying a sharp lock (if you're in danger of drifting too wide, you may need to release the throttle for a second). This will ensure that you exit the corner in the optimum position to accelerate away. And it looks cool!

Slipstreaming

It is possible to improve your speed and cut down on your aerodynamic drag by slipstreaming the other cars. Tucking in behind an opponent down the straight may give you the extra boost needed for an overtaking attempt.



Don't Be Afraid To Mix It

The other drivers will not move out of the way to allow you to pass, as they, just like you, are out to win! You may have to resort to bully-boy tactics to get past them. If the situation arises where you can shunt them off the road, take it!

Night Time Racing

If you're unsure of a track's layout, it may be best to follow another car around before overtaking at the last moment to claim victory.

Experiment With The Set-Up

As mentioned above, it is possible to squeeze extra performance from your car by getting the correct set-up for each track. For example, on bumpy courses, set the Spring Lengths high so the suspension will absorb more of the terrain's bumps, so you retain your speed and spend less time flying dangerously through the air. Although it is possible to still win without adjusting the car, a correct set-up can shave seconds off your lap times.

Handbrake Turn

This rallying trick is a much quicker way to get around tight hairpin bends. Lock towards the inside of the corner as you hit the handbrake and you should slide the car around. As soon as you're facing the bend exit, you can accelerate away.

Learn The Tracks

Use the Time Trial option to learn the lay out of each track. Anticipating where corners are will



WINDY HILLS 1 & 2		
Class Setting	Current Setting	For Setting
Low	Steering	High
Low	Front Brake Sucker	High
Low	Rear Brake Sucker	High
Low	Front Spring Length	High
Low	Rear Spring Length	High
Low	Shock Level	High
Low	Shock Rate	High
Low	Shock Shock Rate	High
Low	Oil Shock Rate	High
Low	Oil Shock Rate	High

GUIDE

CAR SELECTION

At first, your **choice is limited** to two: see **'Unlocking Cars'** to discover how to **reveal the other cars**. You will quickly find that each car **behaves and handles** in a very different manner. Therefore it's **important to experiment** with different vehicles to find which one is more suited to **your driving style**.

GTI CLASS

NISSAN MICRA

TOP SPEED:	106MPH
ACCELERATION (0-60MPH):	12 SECS
BRAKE HP:	74
DRIVE TYPE:	FRONT WHEEL DRIVE

One of the two initial cars, the Micra has terrific handling for easy cornering.



GTI CLASS

MEGANE 1.6 COUPE

TOP SPEED:	116MPH
ACCELERATION (0-60MPH):	11.3 SECS
BRAKE HP:	90
DRIVE TYPE:	FRONT WHEEL DRIVE

It may not have quite as much poke as the Skoda, but it certainly handles better.



GTI CLASS

RENAULT MEGANE 16V

TOP SPEED:	133MPH
ACCELERATION (0-60MPH):	8.6 SECS
BRAKE HP:	150
DRIVE TYPE:	FRONT WHEEL DRIVE

Plenty of speed here, but careful driving is needed to keep it from flying off the track.



SPORTS CLASS

MITSUBISHI FTO

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	6.3 SECS
BRAKE HP:	147
DRIVE TYPE:	FRONT WHEEL DRIVE

One of the first two cars, it's not all that fast, but responsive and easy to drive.



GTI CLASS

RENAULT CLIO 1.6 RXE

TOP SPEED:	106MPH
ACCELERATION (0-60MPH):	12.1 SECS
BRAKE HP:	75
DRIVE TYPE:	FRONT WHEEL DRIVE

Not quite as manoeuvrable as the Micra, but it seems to have a bit more power.



GTI CLASS

PEUGEOT 306 XSI

TOP SPEED:	126MPH
ACCELERATION (0-60MPH):	11 SECS
BRAKE HP:	133
DRIVE TYPE:	FRONT WHEEL DRIVE

There's plenty of speed here, provided you can keep it on the track.



GTI CLASS

RENAULT CLIO WILLIAMS

TOP SPEED:	134MPH
ACCELERATION (0-60MPH):	8.6 SECS
BRAKE HP:	157
DRIVE TYPE:	FRONT WHEEL DRIVE

This souped up Clio has superb handling and is even faster than the Megane. Nice one.



SPORTS CLASS

MARCOS GTS

TOP SPEED:	141MPH
ACCELERATION (0-60MPH):	5.8 SECS
BRAKE HP:	190
DRIVE TYPE:	REAR WHEEL DRIVE

A lovely smooth runner, but noticeably harder to handle than the FTO.



GTI CLASS

SKODA OCTAVIA

TOP SPEED:	118MPH
ACCELERATION (0-60MPH):	10.2 SECS
BRAKE HP:	125
DRIVE TYPE:	FRONT WHEEL DRIVE

It may have more power than the original two cars, but it handles like a brick.



GTI CLASS

TOYOTA COROLLA

TOP SPEED:	121MPH
ACCELERATION (0-60MPH):	10.2 SECS
BRAKE HP:	109
DRIVE TYPE:	FRONT WHEEL DRIVE

Good acceleration and top speed plus decent handling make the Corolla a nice all-rounder.



GTI CLASS

PEUGEOT 306 GTI-6

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	8.5 SECS
BRAKE HP:	167
DRIVE TYPE:	FRONT WHEEL DRIVE

It may be slightly faster than the Clio Williams, but it's much harder to drive.



SPORTS CLASS

PEUGEOT 406 COUPE

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	5.7 SECS
BRAKE HP:	200
DRIVE TYPE:	FRONT WHEEL DRIVE

Not the most exciting, but dead easy to drive with such super-responsive steering.



GTI CLASS

PEUGEOT 206

TOP SPEED:	106MPH
ACCELERATION (0-60MPH):	13.2 SECS
BRAKE HP:	75
DRIVE TYPE:	FRONT WHEEL DRIVE

Ordinary top speed and poor acceleration, but at least the handling is great.



GTI CLASS

NISSAN ALMERA

TOP SPEED:	111MPH
ACCELERATION (0-60MPH):	11 SECS
BRAKE HP:	141
DRIVE TYPE:	FRONT WHEEL DRIVE

Not quite as quick, but the superb handling more than makes up for it. A lovely drive.



GTI CLASS

TOYOTA MR2

TOP SPEED:	137MPH
ACCELERATION (0-60MPH):	7.7 SECS
BRAKE HP:	168
DRIVE TYPE:	REAR WHEEL DRIVE

Super-responsive for great power-sliding, and fast once you master the RWD handling.



SPORTS CLASS

LANCER EVO V R

TOP SPEED:	143MPH
ACCELERATION (0-60MPH):	5.5 SECS
BRAKE HP:	280
DRIVE TYPE:	4X4

The Lancer is super-responsive and as easy to handle as the 406, but faster.



MAX POWER RACING

GUIDE



▲ Yikes! A bit too much speed round a banked corner and you can lift up onto two wheels. Slow down and steer right to hopefully fall back onto four.



◀ Too many high-speed collisions will make your car fit for the scrapyard.

▼ If you don't adjust your spring lengths carefully, you may end up bouncing and rolling all over the place like this.



SPORTS CLASS

MITSUBISHI 3000 GT

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	5.3 SECS
BRAKE HP:	282
DRIVE TYPE:	4X4

This is noticeably faster than the previous cars, with decent enough handling.



SPORTS CLASS

TOYOTA SUPRA

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	4.9 SECS
BRAKE HP:	326
DRIVE TYPE:	REAR WHEEL DRIVE

This one's got plenty of poke, but isn't as easy to corner with as some.



SPORTS CLASS

NISSAN SKYLINE GT-X

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	5.1 SECS
BRAKE HP:	276
DRIVE TYPE:	4X4

As in *Gran Turismo*, it sticks to the road like superglue for dead easy cornering.



SPORTS CLASS

LANCER EVO V

TOP SPEED:	165MPH
ACCELERATION (0-60MPH):	4.8 SECS
BRAKE HP:	280
DRIVE TYPE:	4X4

It has similar sluggish handling to the Supra, but with an improved top speed.



SPORTS CLASS

TOYOTA CELICA

TOP SPEED:	139MPH
ACCELERATION (0-60MPH):	6.5 SECS
BRAKE HP:	173
DRIVE TYPE:	4X4

Don't pay any attention to those dubious stats - this baby goes like thunder!



SPORTS CLASS

MAX POWER PROJECT

TOP SPEED:	168MPH
ACCELERATION (0-60MPH):	3.8 SECS
BRAKE HP:	1000
DRIVE TYPE:	4X4

Easy to drive, you'll have great fun power-drifting in this pink pocket rocket!



SPORTS CLASS

NISSAN 300 ZX

TOP SPEED:	155MPH
ACCELERATION (0-60MPH):	5.0 SECS
BRAKE HP:	275
DRIVE TYPE:	REAR WHEEL DRIVE

Once mastered, the Nissan's ultra-responsive steering makes cornering easy.



SPORTS CLASS

MARCOS MANTIS

TOP SPEED:	170MPH
ACCELERATION (0-60MPH):	4.1 SECS
BRAKE HP:	352
DRIVE TYPE:	REAR WHEEL DRIVE

It's extremely fast on tarmac, but can be hard to handle on twisting dirt tracks.



TIP You start the game with just a Micra and Clio. To upgrade to much better cars, you have to win races.

UNLOCKING CARS

Arcade Mode

Initially, the Nissan Micra and Renault Clio 1.6 RXE are available. The cars are then revealed in order:

Skoda Octavia
Peugeot 206
Renault Megane 1.6 Coupe
Peugeot 306 XS
Toyota Corolla
Nissan Almera
Renault Megane 16 Valve
Renault Clio Williams
Peugeot 306 GT-6
Toyota MR2

In Arcade Mode, the unlocking of cars is based on the number of successive wins. As you progress through the Arcade Mode, you will unlock more cars if you get a run of uninterrupted wins.

Championship Mode

The number of cars unlocked in the Championship mode is based upon how many points you score during the Season and no cars will be unlocked until the entire Season is complete. Also, remember that you cannot change cars mid-Season.

Sport Cars

In Arcade mode, once you win on Rome track 3, you'll move onto the Sports class tracks, where you'll be able to unlock the Sports cars in the same way as the GTi ones.

In Championship mode, once you've completed GTi Amateur and Pro championships, you'll be able to race Sports cars in the High Performance championships, unlocking more at the end of the Season.





GUIDE

Each course in Max Power Racing requires **different skills to conquer**. The following **breakdown** will give you some **extra tips** on how to **succeed** at each location.

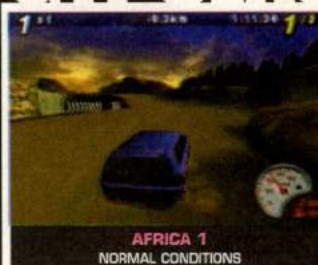
TRACKS

game: MAX POWER RACING

05.06

GTI CLASS

AFRICA



AFRICA 1
NORMAL CONDITIONS



AFRICA 2
NORMAL CONDITIONS, REVERSE

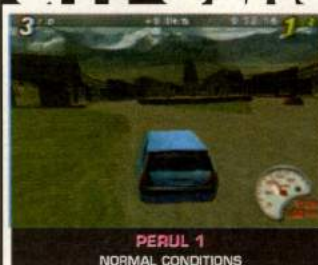


AFRICA 3
NIGHT TIME RACING, DIVERSION

Africa is a wild, wide-open circuit featuring sweeping bends and undulating dirt tracks. It is worth spending the time to set your car Spring Lengths correctly (higher) to ensure that your car spends the maximum amount of time on the road and not in the air. Also, watch for the tight right-hander on Levels 1 & 3 after you exit the cavernous tunnel, or you'll end up in the drink!

GTI CLASS

PERU



PERU 1
NORMAL CONDITIONS



PERU 1
FOGGY CONDITIONS, REVERSE, DIVERSION



PERU 1
NIGHT TIME RACING, REVERSE, DIVERSION

Peru is a series of winding curves and sleek straights, where control and skill are most important. Concentrate on getting the racing line into each corner. Watch out for the tight hairpin on Level 1. On Levels 2 and 3, take the beach-side route towards the finish to cut your lap time. However, when rejoining the road, be careful as there is a large ramp that could send you into the trackside walls!

GTI CLASS

BRAZIL



BRAZIL 1
NORMAL CONDITIONS



BRAZIL 2
FOGGY CONDITIONS, REVERSE



BRAZIL 3
WET CONDITIONS, DIVERSION

Brazil is a combination of open, mountain-side roads and dense jungle tracks. It is advisable to practise this circuit repeatedly as it can often throw unexpected corners and twists at you. The long start/finish straight is a great place to take the car up to top speed and you're better running the car with a very short Gear Ratio to allow you to reach top speed as quickly as possible.

GTI CLASS

INDONESIA



INDONESIA 1
NORMAL CONDITIONS



INDONESIA 1
NORMAL CONDITIONS, REVERSE

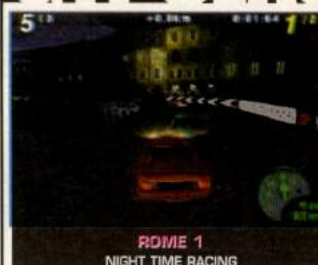


INDONESIA 1
FOGGY CONDITIONS, DIVERSION

The key to success at Indonesia is braking. Ensure that you slow down into the corners, as impact with the high-sided banks that flank the road will cost you dearly. However, Indonesia will allow the more powerful and faster cars to use their top speeds as it contains a number of long straights ideally suited to that type of car.

GTI CLASS

ROME



ROME 1
NIGHT TIME RACING



ROME 2
NIGHT TIME RACING, DIVERSION



ROME 3: NIGHT TIME RACING, WET CONDITIONS, REVERSE, DIVERSION

The twisting streets of Rome require a great deal of skill to conquer. Like Brazil, it is important to practise these tracks before racing. It is also vital that you learn how to perform a handbrake turn (see 'General Racing Tips'). Although all the Rome levels are set at night, the streets are well lit, so you should have no problems with visibility.

GUIDE



1 OR 2 PLAYERS



MEMORY CARD (1)



DUAL STICK COMPATIBLE



POCKETSTATION

STREET FIGHTER ZERO 3

Publisher: **Capcom**
 Price: **£59.99**
 Format: **Japan**

index

RYU.....	01
E HONDA.....	01
BLANKA.....	01
CHUN-LI.....	02
ZANGIEF.....	02
DHALSIM.....	02
KEN.....	02
GOUKI.....	02
NASH.....	02
CAMMY.....	03
M BISON.....	03
BALROG.....	03
SAGAT.....	03
VEGA.....	03
ADON.....	03
GEN.....	04
BIRDIE.....	04
CODY.....	04
ROLETO.....	04
GUY.....	04
SODOM.....	04
ROSE.....	05
SAKURA.....	05
KARIN.....	05
DAN.....	05
R MIKA.....	05
JULI.....	05
JUNI.....	06
FEI-LONG.....	06
DEE JAY.....	06
T HAWK.....	06
EVIL RYU.....	06
GUILE.....	06

Also known as **Street Fighter Alpha 3** (US and forthcoming UK version), Capcom's latest **beat-'em-up** instalment has **more fighters, moves, and secrets** than ever – all **revealed** in this guide.

SPECIAL MOVES

Here they are: all the special moves for every fighter, including the two hidden ones.

Notes:

- The Super Combos require at least Level 1 on your power gauge, as indicated in brackets.
- Some moves are only available in X, Z or Vism fighting mode, as indicated by the letters.

- If you have the US/UK version of the game (SF Alpha 3), read A-ism for Z-ism.
- Also, the names of some fighters are different: Japanese Vega = US/UK M Bison; M Bison = US/UK Balrog; Balrog = US/UK Vega.
- 360 and 720 D-pad rotations can start and end on any direction, but must be lightning quick (as must the 'Z' moves – Z, Z, Z).

KEY

- (Air) Perform move in air, eg during jump.
 (Charge) Hold direction for a couple of seconds.
 (Close) Perform move when right next to opponent.
 (Crouch) Perform move while crouching.



RYU



Dragon Fist Of Destruction

SPECIALS:

XZV	Fireball	↖ ↘ + P
ZV	Fake Fireball	↖ ↘ + Select
XZV	Heat Fireball	↖ ↘ ↖ ↘ + P
XZV	Dragon Punch	↖ ↘ + P
XZV	Whirlwind Kick	↖ ↘ + K
XV	Double Mid Thrust	↖ + HP
XZV	Collarbone Split	↖ + MP
ZV	Rising Roundhouse	↖ + MK

SUPER COMBOS:

XZ	Vacuum Fireball	↖ ↘ ↖ ↘ + P (Level 1)
Z	Vacuum Whirlwind Kick	↖ ↘ ↖ ↘ + K (Level 1)
Z	Dragon Fist Of Destruction	↖ ↘ ↖ ↘ + K (Level 3)

ZERO COUNTER:

Z	HP Dragon Punch
V	Crouching HK

THROWS:

Ground	↖ ↘ + PP/KK
Air	↖ ↘ + PP

NOTES:

If you perform the Dragon Fist Of Destruction just outside Ryu's sweep range, he will hit with the tip of his elbow for a four-hit combo, inflicting much more damage.

E HONDA



Honda's mighty Tree Throw will knock the wind out of opponents and crush their acornis!

SPECIALS:

XZV	Hundred Hands	Tap P rapidly
XZV	Super Head-butt	Charge ↖, ↘ + P
XZV	Super Weight Drop	Charge ↖, ↘ + K
XZV	Tree Throw	(Close) Rotate 360 + P
X	Flying Sumo Press	(Air) ↖ + MK
XZV	Knee	↖ + MK
XZV	Sweep	↖ + HK

SUPER COMBOS:

XZ	Unparalleled DemonCharge	↖, ↘ ↖, ↘ + P (Level 1)
Z	Fuji Wind	Charge ↖, ↘ ↖, ↘ + K (Level 1)
Z	Serpent Smasher (Close)	Rotate 720 + P (Level 3)

ZERO COUNTER:

Z	Standing HP
V	Crouching HK

THROWS:

Ground	↖ ↘ + PP/KK
Air	↖ ↘ + PP

BLANKA



Blanka's electricity only works as a counter

SPECIALS:

XZV	Electric Thunder	Tap P rapidly
XZV	Ground Roll	Charge ↖, ↘ + P
XZV	Jump-Back Roll	Charge ↖, ↘ + K
XZV	Vertical Roll	Charge ↖, ↘ + K
XZV	Surprise Forward	↖ + KKK
XZV	Surprise Back	↘ + KKK
XZ	Rock Crush	(Close) ↖ ↘ + MP
V	Rock Crush	(Close) ↖ ↘ + MP
XZV	Ground Dive	↖ + HP
XZ	Super Ground Roll	Charge ↖, ↘ ↖, ↘ + P (Level 1)
Z	Tropical Hazard	Charge ↖, ↘ ↖, ↘ + K, tap P/K (Level 1)

ZERO COUNTER:

Z	HK Vertical Roll
V	Crouching HK

THROWS:

Ground	↖ ↘ + PP
Air	↖ ↘ + PP/KK

NOTES:

You can delay the end of the Super Ground Roll by holding the Punch button. During the Tropical Hazard, tap P or K when Blanka is on the ceiling to cause more fruit to fall. Fallen fruit can be hit to send it flying across the screen.



The best Street Fighter game in the world... ever!



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THE UK'S BEST UNOFFICIAL PLAYSTATION MAG.

STREET FIGHTER ZERO 3

GUIDE



CHUN-LI



▲ Chunners can still do her lightning leg kicks.

SPECIALS:

- ZV Chi Fist $\leftrightarrow \uparrow \downarrow \rightarrow + P$
 ZV Spinning Circle Kick $\leftrightarrow \uparrow \downarrow \rightarrow + K$
 XZV Hundred Rending Legs Tap K rapidly
 ZV Rising Heaven Leg Charge $\downarrow, \uparrow + K$
 X Rising Heaven Leg (When knocked down) Charge $\downarrow, \uparrow + K$
 X Dual Power Release Charge $\leftrightarrow, \uparrow + P$
 X Spinning Bird Kick Charge $\leftrightarrow, \uparrow + K$
 XZV Backward Rotating Leg $\uparrow + MK$
 XZV Crane Leg Drop $\uparrow + HK$
 XZV Sparrow Talon Leg (Air) $\uparrow + MK$ (Can repeat while airborne)
 XZV Triangle HopJump against a wall, press \rightarrow

SUPER COMBOS:

- Z Supreme Rising Heaven Leg Charge $\uparrow, \uparrow + K$ (Level 1)
 Z Chi Palm $\downarrow \uparrow \rightarrow, \downarrow \uparrow \rightarrow + P$ (Level 1)
 XZ Thousand Rending Legs Charge $\uparrow, \uparrow + K$ (Level 1)

ZERO COUNTER:

- Z HP Dual Power Release
 V Crouching MK

THROWS:

- Ground $\leftrightarrow \uparrow \downarrow + PP$
 Air $\leftrightarrow \uparrow \downarrow + PP$

ZANGIEF



▲ The Lariat moves can be used to avoid projectiles.

SPECIALS:

- XZV Double Lariat PPP, move $\leftrightarrow \uparrow \downarrow$
 XZV Quick Double Lariat KKK, move $\leftrightarrow \uparrow \downarrow$
 XZV Screw Piledriver(Close) Rotate 360 + P
 XZV Flying Powerbomb Rotate 360 + K
 XZV Atomic Suplex (Close) Rotate 360 + K
 X Banishing Flat $\leftrightarrow \uparrow \downarrow + P$
 ZV Banishing Flat $\leftrightarrow \uparrow \downarrow + P$
 XZV Body Press $\uparrow \downarrow \rightarrow, \uparrow \downarrow + HP$
 XZV Double Knee Drop $\uparrow \downarrow \rightarrow, \uparrow \downarrow + LK/MK$
 XZV Head-butt (Air) $\uparrow + MP/HP$
 XZV Dynamite Kick $\uparrow + MK$
 XZV Russian Kick $\uparrow + HK$

SUPER COMBOS:

- XZ Final Atomic Buster (Close) Rotate 720 + P (Level 1)
 Z Aerial Russian Siam $\downarrow \uparrow \rightarrow, \downarrow \uparrow + K$ (Level 1)

ZERO COUNTER:

- Z Standing MK
 V Standing HP

THROWS:

- Ground $\leftrightarrow \uparrow \downarrow + PP/KK$ (or $\uparrow \downarrow \rightarrow + PP/KK$)
 Air $\leftrightarrow \uparrow \downarrow + PP$

NOTES:

Either Double Lariat move can be used to avoid projectiles. The Banishing Flat will absorb standard projectiles.

DHALSIM



▲ The action gets up with Dhalsim's Yoga Flame.

SPECIALS:

- XZV Yoga Fire $\downarrow \uparrow \rightarrow + P$
 ZV Yoga Flame $\leftrightarrow \uparrow \downarrow \rightarrow + P$
 X Yoga Flame $\leftrightarrow \uparrow \downarrow \rightarrow + P$
 ZV Yoga Blast $\leftrightarrow \uparrow \downarrow \rightarrow + K$
 X Yoga Blast $\leftrightarrow \uparrow \downarrow \rightarrow + K$
 ZV Yoga Escape (When knocked down) $\leftrightarrow \uparrow \downarrow + K$
 X Yoga Teleport $\leftrightarrow \uparrow \downarrow$ (or $\leftrightarrow \uparrow \downarrow$) + PPP/KKK
 ZV Yoga Teleport $\leftrightarrow \uparrow \downarrow$ (or $\leftrightarrow \uparrow \downarrow$) + PPP/KKK
 Z Yoga Shock $\leftrightarrow + \text{hold LP}$
 ZV Yoga Palm $\leftrightarrow + LP$
 XZV Drill Head-butt (Air) $\uparrow + HP$
 XZV Drill Kick (Air) $\uparrow + K$
 ZV Midair Float (Air) Select

SUPER COMBOS:

- X Yoga Tempest $\leftrightarrow \uparrow \downarrow \rightarrow, \leftrightarrow \uparrow \downarrow \rightarrow + P$ (Level 1)
 Z Yoga Inferno $\downarrow \uparrow \rightarrow, \downarrow \uparrow + P$ (Level 1)
 Z Yoga Strike $\downarrow \uparrow \rightarrow, \downarrow \uparrow + K$ (Level 1)
 Z Yoga Stream $\downarrow \uparrow \rightarrow, \downarrow \uparrow + P$ (Level 1)

ZERO COUNTER:

- V Close Standing MP
 Z Far Crouching HK

THROWS:

- Ground $\leftrightarrow \uparrow \downarrow + PP/KK$
 Air $\leftrightarrow \uparrow \downarrow + PP$

KEN



▲ The Lightning Whirlwind Kick can devastate an opponent's energy.

SPECIALS:

- XZV Fireball $\downarrow \uparrow \rightarrow + P$
 XZV Dragon Punch $\downarrow \uparrow \rightarrow + P$
 XZV Whirlwind Leg $\downarrow \uparrow \rightarrow + K$
 ZV Forward Roll $\downarrow \uparrow \rightarrow + P$
 ZV Front Fall $\downarrow \uparrow \rightarrow + \text{Select}$
 XZV Lightning Heel Split $\uparrow + MK$
 XZV Roundhouse $\uparrow + HK$
 X Simultaneous Press Special (Crouch) LK, $\downarrow + LK + HP$

SUPER COMBOS:

- XZ Super Dragon Punch $\downarrow \uparrow \rightarrow, \downarrow \uparrow + P$ (Level 1)
 Z God Dragon Fist $\downarrow \uparrow \rightarrow, \downarrow \uparrow + K$, tap P/K rapidly (Level 1)
 Z Lightning Whirlwind Kick $\downarrow \uparrow \rightarrow, \downarrow \uparrow + K$ (Level 3)

ZERO COUNTER:

- Z HP Dragon Punch
 V Standing HK

THROWS:

- Ground $\leftrightarrow \uparrow \downarrow + PP/KK$
 Air $\leftrightarrow \uparrow \downarrow + PP$

GOUKI



SPECIALS:

- XZV Fireball $\downarrow \uparrow \rightarrow + P$
 XZV Air Fireball (Air) $\downarrow \uparrow \rightarrow + P$
 XZV Heat Fireball $\downarrow \uparrow \rightarrow + P$
 XZV Dragon Punch $\downarrow \uparrow \rightarrow + P$
 XZV Whirlwind Kick $\downarrow \uparrow \rightarrow + K$
 ZV Forward Roll $\downarrow \uparrow \rightarrow + P$
 XZV Spirit Move $\leftrightarrow \uparrow \downarrow$ (or $\leftrightarrow \uparrow \downarrow$) + PPP/KKK
 ZV Hundred Demon Raid $\downarrow \uparrow \rightarrow + P$
 ZV Hundred Demon Great Slash $\downarrow \uparrow \rightarrow + P$
 ZV Hundred Demon Great Raid $\downarrow \uparrow \rightarrow + P$
 ZV Hundred Demon Great Edge $\downarrow \uparrow \rightarrow + P, K$
 ZV Hundred Demon Great Smash $\downarrow \uparrow \rightarrow + P$, press P when close
 ZV Hundred Demon Great Crash $\downarrow \uparrow \rightarrow + P$, press K when close
 XZV Air Blade Leg $\uparrow, \uparrow + MK$ at apex
 XZV Skull Destroyer $\uparrow + MP$
 XZV Whirlwind Leg $\uparrow + MK$

SUPER COMBOS:

- Z Great Fireball $\downarrow \uparrow \rightarrow, \downarrow \uparrow \rightarrow + P$ (Level 1)
 Z Great Dragon Punch $\downarrow \uparrow \rightarrow, \downarrow \uparrow + P$ (Level 1)
 Z Great Sky Killer (Air) $\downarrow \uparrow \rightarrow, \downarrow \uparrow + P$ (Level 1)
 XZ Imprisoning Death Flash LP, LP, \uparrow , LK, HP (Level 3)

ZERO COUNTER:

- Z HP Dragon Punch
 V Crouching HK

THROWS:

- Ground $\leftrightarrow \uparrow \downarrow + PP/KK$
 Air $\leftrightarrow \uparrow \downarrow + KK$

NASH



▲ Tap P for more Booms during the Sonic Break.

SPECIALS:

- XZV Sonic Boom Charge $\leftrightarrow, \uparrow + P$
 XZV Flash Kick Charge $\downarrow, \uparrow + K$
 ZV Dash Tap \rightarrow
 ZV Knee Bazooka (During Dash) K
 X Knee Bazooka $\leftrightarrow \uparrow \downarrow + LK$
 XZV Jump Sobat $\leftrightarrow \uparrow \downarrow + MK$
 XZV Step Kick $\leftrightarrow \uparrow \downarrow + HK$
 XZV Spin Back Knuckle HP

SUPER COMBOS:

- Z Sonic Break Charge $\leftrightarrow, \uparrow \downarrow + P$ (Level 1)
 Z Crossfire Blitz Charge $\leftrightarrow, \uparrow \downarrow + K$ (Level 1)
 XZ Flash Justice Charge $\uparrow, \uparrow \downarrow + K$ (Level 1)

ZERO COUNTER:

- Z Spin Back Knuckle
 V Crouching HK

THROWS:

- Ground $\leftrightarrow \uparrow \downarrow + PP/KK$
 Air $\leftrightarrow \uparrow \downarrow + PP/KK$

NOTES:

You can throw an extra Sonic Boom per level during the Sonic Break (eg tap P twice at Level 2).



GAME SECRETS

Fight As Arcade Balrog
 Win World Tour mode normally (not unlocking Evil Ryu etc). Go to the character select screen and hold L2 while selecting Balrog.



GUIDE

GAME SECRETS

Fight As Evil Ryu & Guile

In World Tour mode, build your character to level 30+ to access three extra stages. Defeat Guile on the first, then Evil Ryu on the next stage. Both will now be available on the character select screen.

Fight As Shin Gouki

After defeating Guile and Evil Ryu in the first two World Tour bonus stages (see above) defeat Shin Gouki in the third. On the character select screen, hold L2 while selecting Gouki.

CAMMY



▲ Cammy lets loose with an Axe Spin Knuckle.

SPECIALS:

XZV	Spiral Arrow	↓ ↘ + K
XZV	Cannon Spike	↘ ↘ + K
V	Cannon Strike	↘ ↘ + K
V	Cannon Revenge	↘ ↘ + P
XZ	Axe Spin Knuckle	↘ ↘ + P
XZV	Hooligan Combo	↘ ↘ + P (Press K to cancel)

XZV	Razor Edge Slicer	(After Hooligan Combo) Do nothing
XZV	Fatal Leg Twister	(After Hooligan Combo) ↘ ↘ + K when close
XZV	Cross Scissor Pressure	Do Fatal LegTwister close to ground

SUPER COMBOS:

XZ	Spin Drive Smasher	↓ ↘, ↓ ↘ + K (Level 1)
Z	Reverse Shaft Breaker	↓ ↘, ↓ ↘ + K, tap P/K rapidly (Level 1)
Z	Killer Bee Assault	Charge ↘, ↘ + K (Level 3)

ZERO COUNTER:

Z	Standing Far HP
V	HP Cannon Spike

THROWS:

Ground	↘ ↘ + PP/KK
Air	↘ ↘ + PP/KK

SAGAT



▲ Launch an ever bigger fireball with Sagat's Tiger Cannon Super Combo. Genocide's our favourite.

SPECIALS:

XZV	Tiger Shot	↓ ↘ + P
XZV	Ground Tiger Shot	↓ ↘ + K
X	Tiger Uppercut	↘ ↘ + P
ZV	Tiger Blow	↘ ↘ + P
X	Tiger Crush	↓ ↘ + K
ZV	Tiger Crush	↘ ↘ + K
ZV	Fake Kick	Quickly press MK twice

SUPER COMBOS:

Z	Angry Charge	↓ ↘ + Select (Level 1)
Z	Tiger Cannon	↓ ↘, ↓ ↘ + P (Level 1)
Z	Tiger Raid	↓ ↘, ↓ ↘ + K (Level 1)
XZ	Tiger Genocide	↓ ↘, ↓ ↘ + K (Level 1)

ZERO COUNTER:

Z	Standing Heel Kick
V	HP Tiger Blow

THROWS:

Ground	↘ ↘ + PP
Air	↘ ↘ + PP/KK

M BISON



▲ Hammering the adversary with a Crazy Buffalo. A knockout.

SPECIALS:

XZV	Dash Straight	Charge ↘, ↘ + P
XZV	Dash Upper	Charge ↘, ↘ + K
ZV	Dash Ground Straight	Charge ↘, ↘ + P
ZV	Dash Ground Upper	Charge ↘, ↘ + K
V	Buffalo Head	Charge ↘, ↘ + P
Z	Buffalo Head	(When knocked down) Charge ↘, ↘ + P
XZV	Turn Punch Hold and release	PPP/KKK

SUPER COMBOS:

XZ	Crazy Buffalo	Charge ↘, ↘ + P (Level 1)
Z	Gigaton Blow	Charge ↘, ↘ + K (Level 3)

ZERO COUNTER:

Z	LP Buffalo Head
V	Crouching HK

THROWS:

Ground	↘ ↘ + PP
Air	↘ ↘ + PP

NOTES:

During the Crazy Buffalo, hold K to perform multiple Dash Uppers, or hold P for Dash Straights.

BALROG



SPECIALS:

XZV	Rolling Crystal Flash	Charge ↘, ↘ + P
V	Scarlet Terror	Charge ↘, ↘ + K
XZV	Sky High Claw	Charge ↘, ↘ + P
XZV	Flying Barcelona Attack	Charge ↘, ↘ + K, ↘ ↘ + P when close
XZV	Izuna Drop	Charge ↘, ↘ + K, ↘ ↘ + P when close
XZV	Cling to Wall	Charge ↘, ↘ + P, ↘ ↘ + KKK on Balrog stage
XZV	Backslash	Press PPP
XZV	Short Backslash	Press KKK
XZV	Forward Kick	↘ + HK
XZV	Triangle Hop	Jump against wall, ↘
XZ	Rolling Charge	↘, ↘ + K (Level 1)
XZ	Barcelona Attack	(During Rolling) ↘ ↘, press P when close
XZ	Izuna Drop	(During Rolling) ↘ ↘, any dir + P when close

SUPER COMBOS:

XZ	Cling Super Combo	Charge ↘, ↘ + KKK on Balrog stage (Level 1)
Z	Scarlet Mirage	Charge ↘, ↘ + K (Level 1)
Z	Red Impact	Charge ↘, ↘ + P (Level 3)

ZERO COUNTER:

Z	Standing Claw Swipe
V	Crouching HK

THROWS:

Ground	↘ ↘ + PP
Air	↘ ↘ + PP/KK

NOTES:

If Balrog blocks too many attacks, he'll lose his claw, or his face mask if he takes too many head shots: walk over them to pick them up again. You must have the claw to perform the Red Impact.

VEGA



▲ Vega (aka M Bison in Alpha) opens up with his infamous Psycho Crusher move.

SPECIALS:

ZV	Psycho Shot	Charge ↘, ↘ + P
X	Psycho Crusher	Charge ↘, ↘ + P
XZV	Double Knee Press	Charge ↘, ↘ + K
XZV	Head Press	Charge ↘, ↘ + K
XZV	Somersault Skull Diver	(After Head Press) ↘ ↘ + P
XZV	Somersault Skull Diver	Charge ↘, ↘ + P
ZV	Vega Warp	↘ ↘ [or ↘ ↘] + PPP/KKK

SUPER COMBOS:

XZ	Psycho Crusher	Charge ↘, ↘ + P (Level 1)
Z	Knee Press Nightmare	Charge ↘, ↘ + K (Level 1)

ZERO COUNTER:

Z	Vega Warp (Behind opponent)
V	Standing Palm Thrust

THROWS:

Ground	↘ ↘ + PP
Air	↘ ↘ + PP

ADON



▲ The Jaguar Revolver is a spectacular overhead attack. Adon'll yet or d'you want some more?

SPECIALS:

XZV	Rising Jaguar	↘ ↘ + K
ZV	Jaguar Kick	↘ ↘ + K
X	Jaguar Kick	(Air) K
XZV	Jaguar Tooth	↘ ↘ + K
XZV	Jaguar Crunch	↘ + MP
V	Jutting Kick	↘ + HK

SUPER COMBOS:

Z	Jaguar Revolver	↘ ↘, ↘ ↘ + K (Level 1)
XZ	Jaguar Varied Assault	↘ ↘, ↘ ↘ + P (Level 1)
XZ	Jaguar Thousand	(During L3 Jaguar Varied Assault) Tap P
XZ	Jaguar Assassin	(During L3 Jaguar Varied Assault) Tap K

ZERO COUNTER:

Z	HK Rising Jaguar
V	Jaguar Assassin

THROWS:

Ground	↘ ↘ + PP/KK
Air	↘ ↘ + PP/KK

STREET FIGHTER ZERO 3

GUIDE



GEN



SPECIALS:

- ZV Mourning Style: PPP
 XZV Hundred Rapid Capture Tap P rapidly
 XZV Reverse Cascade $\downarrow \rightarrow + K$
 XZ Cruel Phantom $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)
 Z Death Point Curse $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)
 ZV Detestable Style KKK
 XZV Serpent Drill Charge \downarrow , $\downarrow + P$
 ZV Wandering Fang Charge \downarrow , $\downarrow / \rightarrow + K$
 XZV Cursed Chew MP
 XZV Low Hit HP
 ZV Counter Punch $\downarrow + HP$
 ZV Shin Kick $\downarrow + LK$
 XZV Head Smash Jump over opponent, MK
 ZV Evil Blade (Air) Quickly press HK twice

SUPER COMBOS:

- Z Lunatic Fang (Air) $\downarrow \rightarrow$, $\downarrow \rightarrow + K$ (Level 1)
 Z Snake Bite Opening $\downarrow \rightarrow$, $\downarrow \rightarrow + K$ (Level 1)

ZERO COUNTER:

- Z Mourning Style: HK Reverse Cascade
 Z Detestable Style: Mourning Standing HP
 V Mourning Style: Palm Thrust
 V Detestable Style: Advancing Evil Blade (2nd hit)

THROWS:

- Ground $\downarrow \rightarrow + PP/KK$
 Air $\downarrow \rightarrow + KK$

NOTES:

Gen can switch between his two fighting styles at any time, by pressing PPP/KKK. When you connect with a Death Point Curse, a timer appear over the opponent's head: when it hits zero, he'll fall down. The opponent can stop the timer by hitting you, but you can speed it up by repeating the Death Point Curse.

During the Wandering Fang, press \rightarrow at wall for long kick; \downarrow at wall to jump to ceiling for head stomp (or $\downarrow \rightarrow$ on ceiling for dive kick). During the Lunatic Fang, press LK for jump kick off left wall, then MK/HK for long kick; MK for head stomp off ceiling, then LK/HK to dive left/right; HK for jump kick off right wall, then MK/LK for long kick.

ROLENTO



SPECIALS:

- XZV Patriot Circle $\downarrow \rightarrow + P$ (Perform 3 times for combo)
 XZV Stinger $\downarrow \rightarrow + K$, P/K
 XZV Mekong Delta Attack PPP, P when you land
 XZV Mekong Delta Air Raid $\downarrow \rightarrow + P$, P
 XZV Mekong Delta Escape $\downarrow \rightarrow + K$, then any attack
 XZV Trick Landing KKK just before landing
 ZV High Jump \downarrow / \rightarrow , \downarrow / \rightarrow
 XZV Spike Rod (Air) $\downarrow + MK$ (Can repeat while airborne)
 XZV Fake Rod $\downarrow + MK$
 XZV Take No Prisoner $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)
 Z Steel Rain $\downarrow \rightarrow$, $\downarrow \rightarrow + K$ (Level 1)
 Z Mine Sweeper $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)

ZERO COUNTER:

- Z Patriot Circle (Third input)
 V Forward Leap (Does no damage)

THROWS:

- Ground $\downarrow \rightarrow + PP/KK$
 Air $\downarrow \rightarrow + KK$

BIRDIE



▲ Birdie's Bull Revenger will leave the opponent twittering in a daze if you catch him.

SPECIALS:

- XZV Bull Head Charge \downarrow , $\downarrow + P$
 XZV Bull Horn Hold and release PP/KK
 XZV Body Slam (Air) $\downarrow + HP$
 XZV Bull Drop $\rightarrow + HK$
 X Bad Hammer After 2-hit close HP, hold \downarrow

SUPER COMBOS:

- XZV Murderer Chain (Close) Rotate 360 + P (Level 1)
 XZV Bandit Chain (Close) Rotate 360 + K (Level 1)
 XZ The Birdie Charge \downarrow , $\downarrow + P$ (Level 1)
 Z Bull Revenger $\downarrow \rightarrow$, $\downarrow \rightarrow + P/K$ (Level 1)

ZERO COUNTER:

- Z LP Bull Head
 V Standing Heel Kick

THROWS:

- Ground $\downarrow \rightarrow + PP/KK$
 Air $\downarrow \rightarrow + PP$

GUY



▲ The Eight Paired Fist is a frenzied attack.

SPECIALS:

- XZV Bushin Izuna Drop $\downarrow \rightarrow + P$ when close
 XZV Izuna Elbow Drop $\downarrow \rightarrow + P$, P when far
 XZV Mountain Demolishing Dipper $\downarrow \rightarrow + P$
 XZV Whirlwind Leg $\downarrow \rightarrow + K$
 XZV Dash $\downarrow \rightarrow + K$
 XZV Dash Stop $\downarrow \rightarrow + LK$, K
 XZV Dash Low Kick $\downarrow \rightarrow + MK$, K
 XZV Dash Neck Cutter $\downarrow \rightarrow + HK$, K
 XZV Elbow Drop (Air) $\downarrow + MP$
 XZV Neck Breaker $\rightarrow + MP$
 XZV Spin Kick $\rightarrow + HK$
 XZV Imprisoning Chain Fist (Close) LP, MP, HP, HK
 X Bushin Shoulder Throw (Close) LP, MP, HP, $\downarrow + HK$
 XZV Triangle Hop Jump against wall, press \rightarrow

SUPER COMBOS:

- Z Eight Paired Fist $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)
 Z Strong Lightning Leg $\downarrow \rightarrow$, $\downarrow \rightarrow + K$ (Level 1)
 XZ Unparalleled Rapid Reap $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 3)

ZERO COUNTER:

- Z Crouching HP
 V Crouching MK

THROWS:

- Ground $\downarrow \rightarrow + PP/KK$
 Air $\downarrow \rightarrow + PP$

CODY



▲ Cody can pick up a knife and either stab with it or throw it.

SPECIALS:

- XZV Bad Stone $\downarrow \rightarrow + P$ (Hold to delay)
 ZV Fake Throw $\downarrow \rightarrow + Select$ (Hold to delay)
 XZV Ruffian Kick $\downarrow \rightarrow + K$
 XZV Criminal Upper $\downarrow \rightarrow + P$
 XZV Bad Spray (When knocked down) $\downarrow \rightarrow + P$
 XZV Knife Pick-Up (Near knife) $\downarrow + PP$
 XZV Knife Attack (Armed) P
 XZV Knife Throw (Armed) $\downarrow \rightarrow + P$ (Hold to delay)
 XZV Stomach Blow (Unarmed) $\downarrow + MP$
 XZV Crack Kick $\downarrow + HK$
 V Dodge (When attacked) Hold $\downarrow \rightarrow$

SUPER COMBOS:

- XZ Final Destruction $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)
 Z Dead End Irony $\downarrow \rightarrow$, $\downarrow \rightarrow + K$ (Level 1)

ZERO COUNTER:

- Z Shoulder Throw
 V Crouching HK

THROWS:

- Ground $\downarrow \rightarrow + PP/KK$
 Air $\downarrow \rightarrow + KK$

SODOM



▲ A Gift From Hell? Oh really, you shouldn't have... yowch!"

SPECIALS:

- XZV Hell Scrape $\downarrow \rightarrow + P$
 XZV Unlucky Day Buster (Close) Rotate 360 + P
 XZV Worst Luck Burning (Close) Rotate 360 + K
 XZV White Blade Catch $\downarrow \rightarrow + K$
 XZV Oar Reverse $\downarrow \rightarrow + K$
 XZV Roll Back Up (When knocked down) $\downarrow \rightarrow + P$
 XZV Tengu Walking (When knocked down) $\downarrow \rightarrow + K$
 XZV Tengu Walking (While getting up) $\downarrow \rightarrow + K$
 XZV Sliding $\downarrow + HK$

SUPER COMBOS:

- XZ Gift From Hell $\downarrow \rightarrow$, $\downarrow \rightarrow + P$ (Level 1)
 Z Pillars Of Heaven Destruction (Close) Rotate 720 + P (Level 1)

ZERO COUNTER:

- Z MP Hell Scrape
 V Sliding

THROWS:

- Ground $\downarrow \rightarrow + PP/KK$
 Air $\downarrow \rightarrow + PP$

NOTES:

The White Blade Catch and Oar Reverse are counterattacks.

GAME SECRETS

Fight Vs Super Gouki in Final Battle

When in Final Battle mode, select a fighter, then hold L1 + L2 before the versus screen appears. It will then confirm your character as Super Gouki.

Enable Team Battle & Survival Modes

Complete the World Tour with fair results (Level 10 or so).

Enable Dramatic Battle & Final Battle Modes

Complete Arcade mode on difficulty level 8.

Enable Dual Battle

Complete Dramatic Battle mode twice, first using Ryu & Ken, then using Juli & Juni. You'll then be able to select two different characters in Dramatic Battle mode.

Classical Mode

There are two ways of unlocking this: either accumulate three hours of play, or complete Arcade mode on difficulty level 8. On the character select screen, press Select to switch the fighter to Classical mode. It features original versions of the fighters and plays the same as X-ism, with no Super Combo or Guard Power gauges.



GUIDE

GAME SECRETS

Saikyou Mode

To unlock this, accumulate four hours of play. On the character select screen, press Select (once or more) to switch the fighter to Saikyou mode. This reduces your Guard Power gauge.

Mazi Mode

There are two ways of unlocking this: either accumulate five hours of play, or complete Arcade mode on difficulty level 7. On the character select screen, press Select (once or more) to switch the fighter to Mazi mode. This is really an expert mode, where you take double damage from attacks and inflict less - plus your opponent only needs to win one round to beat you.

Alternate Intro

To unlock this, accumulate 48 hours of play. Instead of the arcade fighters, the game intro sequence will now show all the new characters, including Guile and Evil Ryu.

ROSE



▲ Soul Illusion multiplies any attack during it.

SPECIALS:

XZV	Soul Spark	↔↔↔ + P
XZV	Soul Throw	↔↔ + P
XZV	Soul Reflect	↔↔ + P
XZV	Soul Spiral	↔↔ + K
XZV	Sliding	↔ + MK
ZV	Soul-piette	↔ + HK

SUPER COMBOS:

Z	Aura Soul Spark	↔↔↔, ↔↔ + P (Level 1)
XZ	Aura Soul Throw	↔↔↔, ↔ + P (Level 1)
Z	Soul Illusion	↔↔↔, ↔ + K (Level 1) (Multiplies any attack)

ZERO COUNTER:

Z	LP Soul Reflect (Hop to other side)
V	Crouching HK

THROWS:

Ground	↔/↔ + PP
Air	↔/↔ + PP

NOTES:

The Soul Reflect depends on what Punch button you use: MP deflects the projectile straight back; HP knocks it upwards; LP absorbs it, slightly increasing your Super Combo power.

SAKURA



SPECIALS:

XZV	Fireball	↔↔ + P (Tap P rapidly to charge)
XZV	Cherry Blossom Fist	↔↔ + P
ZV	Sakura Drop	↔↔ + K, tap P, P, P
XZV	Spring Breeze Leg	↔↔ + K
XZV	Flower Kick	↔ + MK

SUPER COMBOS:

XZ	Cherry Blossom Riot	↔↔↔, ↔ + K (Level 1)
Z	Super Fireball	↔↔↔, ↔↔ + P (Level 1)
Z	First Storm Of Spring	↔↔↔, ↔ + K (Level 1)

ZERO COUNTER:

Z	MP Cherry Blossom Fist
V	Crouching HK

THROWS:

Ground	↔/↔ + PP/KK
Air	↔/↔ + KK

R MIKA



▲ Paint the whole world with a Rainbow Hip Rush.

SPECIALS:

XZV	Flying Peach	↔↔ + P
XZV	Shooting Peach	↔↔ + K
XZV	Paradise Hold (Close)	Rotate 360 + P
XZV	Daydream Headlock (Close)	Rotate 360 + K, tap P/K rapidly
XZV	Wingless Airplane (Air)	↔↔↔ + K
XZV	Flying Body Attack	↔/↔, ↔ + HP
XZV	Knee Attack	↔/↔, ↔ + LK
X	Spinning Side Kick	↔/↔ + MK
ZV	Spinning Side Kick	↔ + MK
XZV	Sliding	↔ + HK
Z	Heavenly Dynamite (Close)	Rotate 720 + P, tap P/K rapidly

SUPER COMBOS:

Z	Rainbow Hip Rush	↔↔↔, ↔ + P (Level 1)
XZ	Sardines Beech Special	↔↔↔, ↔ + K (Level 1)
XZ	Running (After Sardines Special)	↔/↔
XZ	Strike: Afterbrain Drop Kick	(During Running) LP
XZ	Strike: Sliding (During Running)	MP
XZ	Strike: Afterbrain Lariat	(During Running) HP
XZ	Hop Over (During Running)	K (or run into enemy)
XZ	Moonsault Press (After Strike)	P (or do nothing)
XZ	Missile Kick (After Strike)	K
XZ	Paradise Hold (After Strike)	↔/↔ + P (or hold ↔/↔)
XZ	Wingless Airplane (After Strike)	↔/↔ + K
XZ	Afterbrain Lariat (After Hop Over)	P
XZ	Afterbrain Drop Kick (After Hop Over)	K
XZ	Rainbow Suplex (After Hop Over)	↔/↔ + P
XZ	Daydream Headlock (After Hop Over)	↔/↔ + K

ZERO COUNTER:

Z	Crouching HP
V	Crouching MK

THROWS:

Ground	↔/↔ + PP/KK; ↔/↔ + PP/KK
Air	↔/↔ + PP

KARIN



SPECIALS:

XZV	Red Lotus Fist	↔↔ + P, P
XZV	Demolishing Palm	↔↔ + P
XZV	Infinity Leg	↔↔ + K
XZV	Violent Elbows	↔↔ + P, P
XZV	Massacre Destruction	↔↔ + K
XZV	Demoness Return (Upper)	↔↔ + P
XZV	Demoness Return (Lower)	↔↔ + K
XZV	Wild Bear Assault	(Close)

		Rotate 360 + K
XZV	Elegant Kick	↔ + MK
XZV	Two-Leg Sweep	↔ + HK

SUPER COMBOS:

XZ	Creation Of God's Door	↔↔↔, ↔ + P (Level 1)
Z	Emperor King Fist	↔↔↔, ↔ + K (Level 1)

ZERO COUNTER:

Z	Standing HP
V	Crouching HK

THROWS:

Ground	↔/↔ + PP/KK
Air	↔/↔ + PP/KK

NOTES:

The Red Lotus Fist can be interrupted or followed with another attack, as follows:
Demolishing Palm → + P after 1st punch (or P after 2nd)
Infinity Leg K after 1st/2nd punch
Violent Elbows → + P, P after 1st/2nd punch
Massacre Destruction → + P after 1st/2nd punch
Demoness Return → + P/K after 1st/2nd punch
Two-Leg Sweep → + K after 1st/2nd punch

DAN



▲ Now that's a Real Fireball for a change.

SPECIALS:

XZV	Fireball Fist	↔↔ + P
XZV	Dragon Punch	↔↔ + P
XZV	Sky Cutting Leg	↔↔ + K
ZV	Midair Cutting Leg (Air)	↔↔ + K
XZV	Forward Roll Taunt	↔↔ + Select
XZV	Backward Roll Taunt	↔↔ + Select
V	Strongest Style Defence	Block ↔/↔, then ↔ + PPP
XZV	Crouch Taunt	(Crouch) Select
XZV	Jump Taunt	(Jump) Select

SUPER COMBOS:

Z	Real Fireball	↔↔↔, ↔ + P (Level 1)
XZ	Certain Victory Fist	↔↔↔, ↔ + K (Level 1)
Z	Super Dragon Punch	↔↔↔, ↔ + K (Level 1)
Z	Legendary Taunt	↔↔↔ + Select (Level 1)
Z	Mythical Taunt	↔↔↔, ↔ + Select (Level 3)

ZERO COUNTER:

Z	Standing Taunt
V	Crouching HK

THROWS:

Ground	↔/↔ + PP
Air	↔/↔ + PP

JULI



▲ Juli batters Juni with an Axle Spin Knuckle. They fight together in Dramatic mode.

SPECIALS:

XZV	Sniping Arrow	↔↔ + K
XZV	Cannon Spike	↔↔ + K
XZV	Axle Spin Knuckle	↔↔ + P
XZV	Falling Arc	↔ + MK

SUPER COMBOS:

XZ	Reverse Shaft Breaker	↔↔↔, ↔ + K, tap P/K rapidly (Level 1)
Z	Spin Drive Smasher	↔↔↔, ↔ + K (Level 1)

DRAMATIC MODE:

XZV	Psycho Charge Beta	PPP
Z	Psycho Rolling	↔↔↔, ↔ + P (Level 1)
Z	Death Cross Dancing LP, LP, ↔, LK, HP	(Level 3)

ZERO COUNTER:

Z	HK Sniping Arrow
V	HK Cannon Spike

THROWS:

Ground	↔/↔ + PP/KK
Air	↔/↔ + PP/KK

STREET FIGHTER ZERO 3

GUIDE



JUNI



SPECIALS:

- XZV Spiral Arrow Charge $\triangle, \square + K$
 XZV Cannon Spike Charge $\triangle, \square + K$
 XZV Mach Slide $\triangle, \square + K$
 XZV Cannon Strike $\triangle, \square + K$
 XZV Psycho Shield Block \triangle, \square , then $\triangle + PPP$
 XZV Hooligan Combo $\triangle, \square + P$ (Press K to cancel)
 XZV Razor Edge Slicer (After Hooligan Combo) Do nothing
 XZV Fatal Leg Twister (After Hooligan Combo) $\triangle, \square + K$ when close
 XZV Cross Scissor Pressure Do Fatal Leg Twister when low to ground
 XZV Earth Direct (Close) Rotate 360 + P
 XZV Falling Arc $\triangle + MK$

SUPER COMBOS:

- XZ Psycho Streak Charge $\triangle, \square + P$ (Level 1)
 Z Spin Drive Smasher Charge $\triangle, \square + K$ (Level 1)

DRAMATIC MODE:

- XZV Psycho Charge Alpha KKK
 Z Psycho Rolling $\triangle, \square + P$ (Level 1)
 Z Death Cross Dancing LP, LP, \triangle , LK, HP (Level 3)

ZERO COUNTER:

- Z HK Mach Slide
 V HK Cannon Spike

THROWS:

- Ground $\triangle, \square + PP/KK$
 Air $\triangle, \square + PP/KK$

FEI-LONG



▲ Fei-Long frazzles his foe with a Rapid Blazing Leg Super Combo.

SPECIALS:

- XZV Dash Fist $\triangle, \square + P$ (Perform 3 times for combo)
 XZV Blazing Leg $\triangle, \square + K$
 XV Violent Sky Leg $\triangle, \square + K$
 XZV Jump Kick $\triangle, \square + MK$
 XZV Long Range Kick $\triangle + HK$
 XZ Rapid Dash Fist $\triangle, \square, \triangle + P$

SUPER COMBOS:

- Z Rapid Blazing Leg $\triangle, \square, \triangle + K$ (Level 1)
 Z Eight Dragon Crush $\triangle, \square, \triangle + P$ (Level 3)

ZERO COUNTER:

- Z HK Blazing Leg
 V Crouching HK

THROWS:

- Ground $\triangle, \square + PP/KK$
 Air $\triangle, \square + PP/KK$

NOTES:

If you perform the Eight Dragon Crush so that just the flame on Fei's hand connects with the opponent, more damage will be inflicted.

DEE JAY



▲ Keep tapping P during Dee Jay's Machine Gun Upper to batter your opponent with a rapid punch combo.

SPECIALS:

- XZV Air Slasher Charge $\triangle, \square + P$
 XZV Double Rolling Sobat Charge $\triangle, \square + K$
 XV Jackknife Maximum Charge $\triangle, \square + K$
 XZV Machine Gun Upper Charge $\triangle, \square + P$, tap P rapidly
 XZV Knee Shot $\triangle, \square, \triangle + LK$

SUPER COMBOS:

- XZ Sobat Carnival Charge $\triangle, \square + K$ (Level 1)
 Z Climax Beat Charge $\triangle, \square + P$ (Level 1)
 Z Theme Of Sunrise Charge $\triangle, \square + K$ (Level 1)

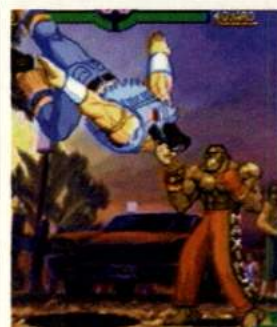
ZERO COUNTER:

- Z HK Jackknife Maximum
 V Crouching MK

THROWS:

- Ground $\triangle, \square + PP/KK$
 Air $\triangle, \square + PP/KK$

T HAWK



▲ One of Hawk's staple moves is his easy-to-perform Condor Dive. He can also slam opponents with some powerful throws.

SPECIALS:

- XZV Condor PPP at apex of jump
 ZV Condor Spire $\triangle, \square + P$
 XZV Tomahawk Buster $\triangle, \square + P$
 XZV Maximum Typhoon (Close) Rotate 360 + P
 XZV Heavy Body Press $\triangle, \square, \triangle + HP$

SUPER COMBOS:

- XZ Reging Typhoon (Close) Rotate 720 + P (Level 1)
 Z Canyon Splitter $\triangle, \square, \triangle + P$ (Level 1)

ZERO COUNTER:

- Z Close Standing HK
 V Crouching HK

THROWS:

- Ground $\triangle, \square + PP$
 Air $\triangle, \square + PP$

EVIL RYU



▲ Evil Ryu smashes Guile with a Super Whirlwind Kick.

SPECIALS:

- XZV Fireball $\triangle, \square + P$
 XZV Heat Fireball $\triangle, \square + P$
 XZV Dragon Punch $\triangle, \square + P$
 XZV Whirlwind Kick $\triangle, \square + K$
 XZV Spirit Move \triangle, \square (or \triangle, \square) + PPP/KKK
 XV Double Mid Thrust $\triangle + HP$
 XZV Collarbone Split $\triangle + MP$
 XZV Spin Kick $\triangle + MK$

SUPER COMBOS:

- Z Super Fireball $\triangle, \square, \triangle + P$ (Level 1)
 Z Super Dragon Punch $\triangle, \square, \triangle + K$ (Level 1)
 Z Super Whirlwind Kick $\triangle, \square, \triangle + K$ (Level 1)
 XZ Flash Assault LP, LP, \triangle , LK, HP (Level 3)

ZERO COUNTER:

- Z HP Dragon Punch
 V Crouching HK

THROWS:

- Ground $\triangle, \square + PP/KK$
 Air $\triangle, \square + PP$

GUILE



▲ Guile returns as a secret character. His Sonic Hurricane unleashes a super-powerful Boom.

SPECIALS:

- XZV Sonic Boom Charge $\triangle, \square + P$
 XZV Flash Kick Charge $\triangle, \square + K$
 XZ Knee Bazooka $\triangle, \square + LK$
 V Knee Bazooka $\triangle, \square + MK$
 XZV Rolling Sobat $\triangle, \square + MK$
 XZV Reverse Spin Kick (Close) $\triangle, \square + HK$
 XZV Spinning Back Knuckle $\triangle + HP$

SUPER COMBOS:

- Z Sonic Hurricane Charge $\triangle, \square + P$ (Level 1)
 XZ Somersault Strike Charge $\triangle, \square + K$ (Level 1)

ZERO COUNTER:

- Z Spinning Back Knuckle
 V Rolling Sobat

THROWS:

- Ground $\triangle, \square + PP/KK$
 Air $\triangle, \square + PP/KK$





WALK-THRU



1 OR 2 PLAYERS



MEMORY CARD (1)

Publisher: Sony

Price: £34.99

Format: UK

index

walk-thru

10 pages

the sleeping giant....	01
epitaph	02
sphere of light	03
guardian of the sea	04
dimension x	05
fix me now	06
geminis circuits	06
demons refuge	07
last rites	07
malduke	08
epilogue	10



WILD

game: WILD ARMS

01.10

Fresh from the **demon-infested** lands of Filigaia come the **PowerStation** team. With them is the **final part** of the **solution** to this **epic quest**.



Hugely enjoyable RPG with serious challenge

PLAY # 43

Play issue 45 is out now and available from most good newsagents

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120 THE SLEEPING GIANT

Head east of the inner sea, to the Tripillar. Enter the pillar. Examine the tablet. Walk Jack on to the left teleporter. Climb up the stairs until he reaches a room with a statue. Examine the front of the statue and compete in three battles, against some Critters. Jack will get a hint if he beats them all. Head up the staircase. Use Hanpan to activate any red diamond switches that you encounter. Then on reaching the top floor, walk up to the

demon statue until the blue orb glows. Then select Cecilia.

Move Cecilia into the central teleporter and have her climb the stairs. When she reaches the orb room, walk up to the statue until it glows. Finally, select Rudy. Move him through the left teleporter. Send him up the stairs and activate the final blue orb to open the double doors. The party will now be back where they started.

MAGE FOX

Send the party to through the double doors. Examine the chest on the plinth. A mage fox will attack the characters. This fox has powerful magic, such as the Blast and Valkyrie spells which inflict major damage on every member of the party. It also has high resistance to the characters' spells. Use physical attacks and force powers to defeat the fox. You are better off equipping each of your characters with a Goat Doll instead of armour, as the

latter is ineffective against magical attacks. As soon as the fox hits the deck, collect the Blue Virtue.

GIANT'S CRADLE

Return to the boat and sail to Ships Graveyard. Head northeast and disembark at the north beach. Continue north and enter the cave marked 'Giant's Cradle'. Place the Red Malice and the Blue Virtue in the holes on the door. Walk through the door when it opens.



▲ Stick the Red Malice and Blue Virtue into the holes in the door to get it to open up for you.

WILD ARMS WALK-THRU



you reach another room with a stone block. Walk to the north of the stone block and push it south. Push it up the path on the right. Push the block on top of the purple switch to open the door. Go through the north exit when it opens.

THE GOLEM

Push the block down then left, to avoid the spikes. Shove it on top of the purple switch to remove the barrier in front of the exit. Go through the south door. Follow the passage. Sprint past the spears in the next corridor. In the second spear corridor there is a pit right at the end, be sure to slow down before you hit it. In the next room pick up the crate and walk round the holes in the floor. Chuck it at the crystal, then leave through the north door.

Collect the crate and walk across the holes. Walk past the crystal to the southwest corner. Throw the crate at the crystal to open the door, then go through



Wind Up Key and directions to the Epitaph Sea. He will tell the party to look for the flying machine.

▲ Meet Jane outside after midnight to get another force skill.

Speak to Calamity Jane when she enters. Talk to the dude who is standing behind Zanza and get him to customise Rudy's arm. Leave the house and then

WILD ARMS

Take the left path and enter the door room. Save the game and grab the two Crest Graphs. Return to the previous room. Follow the right path. Walk round the outside of the next section. Use the grappling hook to cross diagonally, via the middle pillar. This will avoid the spears protecting the doorway. Go through the door in the north.

Walk to the edge of the holes in the ground. Sprint across the spikes and the spears to reach the other side of the corridor. Continue round the corridor until

it. Collect the two Magic Carrots from the next corridor and proceed north. Dodge the spikes and the gaps in the next corridor to get to the north door.

Collect the crate. Walk south and stand just behind the spear trap. Lob the crate onto the crystal, then quickly run through the door at the bottom. Walk over to the Golem and examine it. Leave the Giant's Cradle and sail back to Adlehyde.

Head for the repair shop and speak to Emma. Take her back to the Giant's Cradle and the Earth Golem will be activated.

walk to the weapon shop. This shop sells magic elemental rings which will enhance the characters' attacks. Exit the town and then walk east across the sea, to reach the tower.

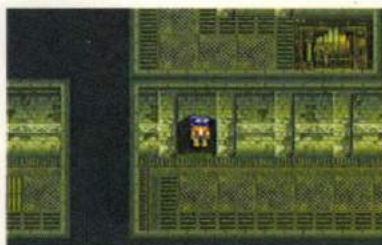
Use the Wind Up Key on the robot guarding the right door. Go through it. Follow the path round until the party reaches a set of conveyor belts: step on them. Walk to the dead end, where the engine is situated. Use Rudy to blast a hole in the wall to the south. Enter through the hole.



▲ Get Emma to examine the Golem. It will then be available to transport the party across shallow water.

130 EPITAPH

Use the Golem to cross over to Arctica in the east. Then head south across the shallow water. Enter the town of Court Seim. Take a look around town and collect the three hidden Attribute Apples. Walk to the big house in the northwest corner. Descend to the basement and speak to the old gent. This guy will give the party a



▲ The engine above you is a red herring, so ignore it. Blow out the wall beneath it to continue.

GAME CHEATS

ITEM CHEAT

During a battle, when you only have one of an item, use an item you have at least three of, with the first character to attack. Use the same item with the second character. Use the third character to switch the positions of the item you selected, with the first two characters, and the item you want multiplied. Then use the same item as the first two characters. When the battle is over, you should have 255 of the item you multiplied.



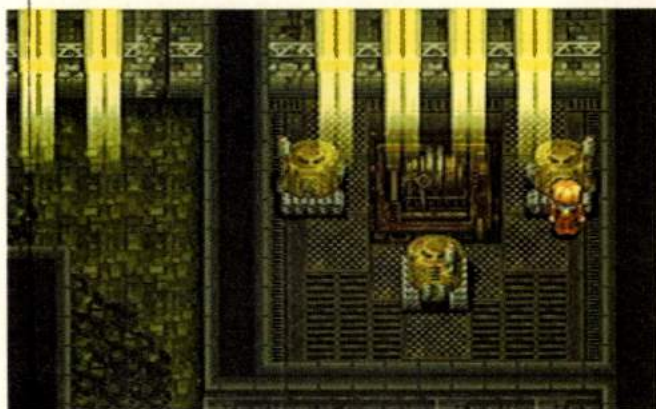
WALK-THRU

THE METAL BIRD

Walk south and open the chest to receive a Potion Berry. Step on the conveyor belt and open the middle chest. Walk onto the final belt and activate the red diamond at the end of it. Make your way to the door in the centre and leave.

When the door shuts, use the Wand on the wolf standing next to the party. Follow the wolf when it starts to move, and it will show you the correct route through the maze. When it stops, use the wand again and go through the door that opens. Walk right, to where you can see a switch. Use Hanpan on the hole above the switch.

▼ Use the Wind Up Key to activate all the robots. This will then reveal a fast draw hint.



Once he has opened the door, walk inside and collect the Metal Bird Book from the chest. Return to the corridor and walk left. Get the Mystic Apples from the chests in the south room, then go north. Examine the machine and enter the password 'Metal Bird'. The bookcase to the east will move revealing a pathway down. Enter this pathway.

Walk round the corridor and step on the conveyor belt to the south. Collect the Skates from the room, then use them to go back across the belt. Open the door in the north with a Duplicator. Collect the Crest Graphs from the chests. Walk right and go back through the passage in the bookcase. Using the skates, go across the conveyor belt in the centre room. Get the Full Revive Fruit from the chest and go up the ladder.



On reaching the top, equip Rudy with the Reflex which is hidden in the chest on the right. Go through the north door. Walk right and use the Wind Up Key on the three robots, then leave the room. Jack will get another Fast Draw Hint.

BOOMERANG

Walk up the left path and continue around the tower. Approach the chest at the top. Boomerang and Lucied will appear. The characters must know do battle to get the Rune Drive.

Start by using Cecilia to lower Boomerang's defence power, then let rip with attacks. If Rudy's Rocket Launcher has been upgraded, use it to try and stun the demons. Lucied's Black Fang attack only does around 550 damage to the characters, but when combined with Boomerang's Crescent Fang or Boomerang Dynamic, it can be enough to kill one of the party outright. Use Cecilia to raise the characters' defence and magic resistance as the demons only take partial damage from her spells. After defeating this deadly duo, collect the Rune Drive and go back to Court Siem.

◀ Boomerang and Lucied make an excellent team. Concentrate all your attacks on Boomerang, as he has less armour.

14 SPHERE OF LIGHT

Talk to Maxwell in the basement. Then select Rudy and talk to Celamity as well as the others at the party. When you have had enough, go upstairs and talk to the bloke on the left to call it a day. Speak with Celamity when you wake, to get the Protector Force. Evacuate the village after Alhazad appears.

Walk south and head for the Sacred Shrine (it's hidden in the clearing at the centre of the forest). Speak to the man in the corridor. Head for the crossroads and enter the door on the left. Talk to the boy to find out he is afraid of rats. Use Hanpan on him to clear the way to the nun. Speak to the nun in the first room and use a Duplicator to get the stuff in the second. Return to the crossroads and head through the central doorway.

Open the magically sealed door with the Duplicator. Examine the statue and defeat

the monsters to obtain another Fast Draw Hint. Continue walking and go through the next door along. Talk to the dog in the room. It will transform into a demon which you must then beat.

AGALESS

Agaless the demon is a tough adversary. Be sure to give each member of the party a Goat Doll as he is quite capable of killing the characters with a single hit. The Valkyrie spell does exponential damage against his demonic hide. The Water Rune, featuring Stoldark, also causes the demon extreme pain. To these attacks add the Rocket Launcher and Meteor Dive and you should be well on your way to beating this mulla.

Once Agaless has been destroyed, continue east and activate the save parrot. Talk to everyone in the room. Leave the save

room via the south entrance. Take the west passage and go through the first door there. Speak with the children inside. Exit the room and head east, then south. Talk to the boy and Hanpan will ask some questions (if he doesn't, make sure you have spoken to all the villagers and return here to speak to the boy). The answers are: St Centour, huddling against your body, go through with human, go in with humans, villager became monster. When all of the questions are answered correctly, Alhazad will give the party a message. Collect the Secret Book and walk back to the passage between the room with the dog and the room with the statue. Walk north up the corridor. Speak to the guy guarding the door. He will transform into a group of monsters. Slay them all and continue through the doors.

ALHAZAD

The party will come face to face with that annoying jaffa Alhazad. Use a combination of Hand Cannon shots, Meteor Dives, and Valkyrie spells to bring him low. In response to the characters' attacks, Alhazad will use a laser to knock 500 hp off a single party member. After about 10,000 points of damage have been inflicted on Alhazad he will retreat, allowing the party to recover the second Rune Drive.

Once the Rune Drive has been collected from the chest, the party will return to Court Siem. Walk back to the big house in the northwest and speak to the guys in the basement. They will then upgrade the Earth Golem. Leave town and enter the Golem. Take it north, to Arctica and bust through the Photosphere.

PHOTOSPHERE

Head up the stairs at the side of the main corridor. Use a bomb to neutralise the flashing machines. Walk north, up the central corridor. In the next room walk left. Grab the Potion Berry from the chest in the northwest. Head for the gantry above

the first flashing machine and blow it up. Return to the gantry, jump down, and bomb the second machine. Climb down the ladder to the south and leave through the door on the right.

Enter the first door and collect the Potion Berries from the chests. Go back to the corridor and head right. Climb the ladder and proceed to the doorway at the top of the screen. Walk along the ramp and destroy the flashing machine. Retrace your steps, back to the central room and you'll find that the laser grids have been deactivated.

Walk through the north door and collect the Hardy Apple from the chest on the left. Head for the top of the room and walk right. Climb the central walkway, near the locked door. A robed figure will appear. After talking to Jack he'll open the door for the characters. Walk north and get the two Potion Berries before leaving the passage. Head to the top of the next room and the robed figure will appear and open the exit. Ignore the exit for the moment and walk right. Enter the doorway there and use Rudy to collect the Twin Orbs from the arms case. Return to the previous room and go north. Continue up the staircase until the characters reach the resting place of the Teardrop. Collect it, then go back to the first door the robed figure opened.

LOLITHIA'S GOLEM

Enter the corridor on the right: the laser grids there will be down. Walk north. Eventually the party will reach a walkway with a set of searchlights patrolling it. Run past the searchlights to reach the door in the south wall. If you get hit by a light, three jack-o'-lanterns will appear and you'll be returned to the entrance. Go through the door and collect the Gauntlet.

Return to the corridor and dodge the searchlights to get to the right passage. Scale the steps and examine the Golem. It will then attack the party. Don't use any



WILD ARMS

WALK-THRU

150 GUARDIAN OF THE SEA

Sail the Sweet Candy to Rosetta Town and talk to the mayor. He will tell the party about the guardian of the sea. Return to the boat and sail for the whirlpool, east of Rosetta Town. After being sucked in, the characters will find themselves in a temple beneath the sea. Take the left doorway and continue along until you get another choice of two doors. Go through the door on the left to receive a Magic Carrot and a Lucky Card. Enter the central door to continue your quest. To get past the block puzzle in the next room, push the top block left; the left block in the second row left; and the left block in the third row right. Leave through the left door.

Enter the door to the right of the save point. To either side of the pathway are four rooms. Enter these rooms and push the large stone slabs onto the green tiles. This will cause chests to fall from the ceiling. The door at the end of the corridor leads to a final slab puzzle. Push the top left block up slightly so the characters can walk round it. From there, push the remaining blocks into position (make sure they click into place). The bottom two blocks need to be manoeuvred so that

Summon Guardian Force spells, as the Golem will gain power from the guardians. Instead use fire-based spells and Arm Down powers to weaken its defence, then unleash Rudy's arms and Jack's Meteor Dive. The Golem's most dangerous weapon is its Absolute Zero spell, which can put the entire party to sleep with a single blast. Be sure to have a few Goat Dolls equipped during this fight.

MOTHER

After the Golem has been scrapped, enter the next room to face Mother. She has few hit points, but her spells can defeat the party outright unless they have the right counters to their status effects. Her worst attack causes confusion, silence, and paralyse-all on one character, as well as knocking off a couple of hundred hp. It is better to let most status effects wear off, rather than use all the items in your inventory to repair the damage. Only try to counter her spell effects if your hp levels get particularly low. Summoning guardians to combat Mother is a good idea, as they almost always score critical hits on her.

When Mother has been terminated, the Sweet Candy turns up to rescue the party from the sinking Photosphere. They are then taken back the Adlehyde. During the council meeting, give the Steel Bird to Emma, then return to Sweet Candy.



▲ The Mother of all demons is susceptible to holy attacks. Enchant the party's weapons to give them more power.

they line up with the green tiles. Don't push them all the way to the bottom. Grab the Vase Tool from the chest and go back to the save point. Head through the door, north of the save point, and extinguish the fire there with the Vase.

LADY HARKEN

Pull the switch. Enter the left door and push the blocks to get the Duplicator from the central passage. Enter the right door to reach the central room. Walk up and examine the glowing light. Lucadia will appear, along with Lady Harken, who attacks with a Laser Silhouette and a Guilty Blade. The laser is quite potent and knocks a single character's health down by about a thousand points. The Guilty Blade, however, does about 400 points of damage to all of the characters. Use Meteor Dive and the Rocket Launcher to attack Harken. You can also try alternating fire and ice attacks on her, using Cecilia's spells.

When Harken flees, collect the Triton Rune and another Fast Draw Hint. Leave the temple. The whirlpool will have vanished on the world map and characters can now travel the outer sea.

THE OUTER SEA

Before going anywhere, check the water for more bottles. There are three Duplicator Keys and a Crest Graph to be found. The bottles are located: west of the Sacred Shrine, east of Baskar Village, southeast of Milama, and west of Rosetta.

When you have these, sail south until you scroll back up to the northern ocean. This will give you access to the top half of the map. Locate Court Seim. Sail to the beach west of the town. Enter the island there and walk southeast. Cross the bridge and walk through the trees next to the mountain clearing. In the clearing is the Forgotten Ruin. Walk inside the house



and examine the bookshelves to pick up a few hints. Then take the Ocarina from the table. Return to the boat.

Sail northeast of Court Seim and land the ship on the small sandy island there. Enter the Deserted Island. Examine the stone monolith to get the Heaven Rune. Strike across the sea, to Arctica, and return to the Photosphere. Examine the glowing light there to get the Star Rune. Make for the island northeast of Arctica and land. Walk to the south end of the island and enter the Snow Ravine. Examine the monolith inside the ravine to get the Ice Rune.

▲ The battles in the Ancient Arena are tough. Make sure your characters are at least at level 40 before attempting them. And don't forget to bring some Goat Dolls.

ANCIENT ARENA

Sail north until the ship scrolls back to the bottom of the map. Head for the biggest southern island and land there. Walk to the southwest part of the island. Enter the clearing in the trees to discover a magic guild hut. There you can upgrade your spells. Continue west to reach the Ancient Arena. In the arena the party can take part in any number of battles to win the ultimate prize. You are advised to get your characters well above level 40 before entering the tournament.

When you have had your fill, take the boat south of Court Seim. Sail east along



◀ Lady Harken has the same fast draw skills as Jack and shares his resilience to them.



WALK-THRU

► Join our club! Have the Goat Dolls at the ready when facing Bad News, who has 40,00 hit points to get rid of!



the island and land on the beach. Head for the cave on the left and enter the Wandering Isle. Use Jack's Grappling Hook to reach the ledges and navigate around the cliff tops. Use Jack's Meteor Dive to destroy any Wyverns you encounter along the way. Also, be sure to look out for the Sioux Poncho and the Red Jacket. Save the game at the end of the cave and go outside. Call the Earth Golem, with the Ocarina, and ride it west to the Dead Sanctuary.

DEAD SANCTUARY

Use the Vase to extinguish the fires blocking the path. Go through the north door. Push the grey statue on the right, to the side of the path, so the characters can get past. Enter the door above. Push the bust facing left onto the grey plate in the centre of the room. Destroy the wall behind the central statue and go through the opening. Push the bust onto the pressure plate. Return south. Move the left-facing bust off the grey plate and push the right-facing one onto it. Walk through the right door. Collect the two Mystic Apples from the next room, before continuing north.

Walk around the maze to get to the northwest corner. On the way, check out the two chests to find a Mystic Apple and a Crest Graph. There is also a plaque concealed in the southwest corner that gives some clues to the puzzle to come. Walk along the south of the next maze and examine the set of plaques there. When the characters reach a set of four coloured statues and three grey pressure plates, arrange them in this order: red on the left plate, gold on the middle plate,

▼ Push the statue aside in order to blast the wall behind it.



and blue on the right. Then blow up the green statue. Go through the door that opens. Make for the save point and collect the Lunar Wand. Walk to the north door and use the Teardrop.

BOOMERANG

As the party approaches the three statues, Boomerang and Lucid attack. This time their skills have been honed to lethal perfection. Lucid attacks every round with a Howling Moon strike. This does almost 2,000 points of damage. Boomerang has a dual attack. He can either use a blade on two characters or he can concentrate both attacks on a single foe. Each blade does about 800 damage. Keep the Goat Dolls handy and concentrate attacks on Boomerang. Use Meteor Dive and Arm Down. Keep pouring on attacks with Jack and Rudy, whilst using Cecilia to heal the party.

When Boomerang runs off, examine the three statues to get a set of idols. The party will now receive High Guardian Force. Walk north and examine the large statue at the end of the corridor. Jack will be given the opportunity to gain another Fast Draw Hint, by defeating Zoa Zein. Once this has been obtained, you can leave the sanctuary.



Sail to Milama and head for the large island in the northwest corner of the map. Enter the Demons Lab. Blow up the two generators to clear the main passage. Enter the lift. Head north. Go down the first ladder and through the door at the bottom. Collect the Bazooka from the arms case. Go back up the ladder. Head down at the end of the passage. Collect the Revive Fruit from the chest. Walk south, to the lift. When it stops, head into the room on the left. Collect the Potion Berry and the Energy Sabre from the chests. Enter the room on the right. Get the Potion Berry, Mega Berry, and Revive Fruit. Enter the central room and walk to the save point.

Enter the next lift and walk north to the main control centre. Go through each of the four small doors in turn, to get as much information as possible. When you

are ready, examine the large doors. Enter the password as 'Demon Gate' and go through the doors when they open.

At the end of the passage the party will be confronted by Lady Harken. Use Meteor Dive and Holy Magic to take Lady Harken down. When she is defeated, collect the two Bullet Clips from either side of the control panel and examine it. Leave the lab.

GATE GENERATOR

As the characters emerge from the lab, they are teleported through the demon gate. Quickly open the chests on the left and hit the save point. Go through the door on the left and follow the passage round. Walk down the staircase on the left when you reach a locked door, and collect the Heal Berry. Go back along the walkway and Zed will appear. After he drops the floor away, use Jack's Grappling Hook on him to cross the gap. Sprint after Zed when he flees, and stay hot on his heels.

When the characters run across the first of two plates, Zed will electrify them both. Use Rudy's Roller Skates to travel south and continue the pursuit. Walk left and go through the first door along. Throw the switch. Return to the previous room. Exit through the south door. Skate to the southeast corner and throw the switch. Get to the switches in the centre of the room and flick them all. Use Jack's Grapple to cross over to the west side of the screen. Go through the archway in the southwest corner and open the three chests there. Skate north and return to the previous room. Enter the top right door. Go through the north exit. Walk left to the first door. Go inside the room and open the three chests. Go back south. Walk right, up the stairs.

CRIMSON GOLEM

The party now catches sight of Zed again. Before pursuing him, collect the Nectar from the chest to the south. Walk over to the panel Zed was interfering with and throw the lever. Go through the door that opens and proceed along the corridors until you reach a room with four levers. Pull the first three levers as each door opens. Don't pull the fourth lever or Zed



WILD ARMS

WALK-THRU



will burst in and seal the party in the room. If his does manage to trap the party, use the watch in order to reverse time. Once the first three levers have been pulled, go back and pull the second lever from left again, to seal the third door. Now push the fourth lever. Zed will come in and be unable to trap the characters. Get on after him!

In the next room, Zed sets the Crimson Golem on the party. The Golem's rolling attack does nearly half damage to a single character, whilst its Flame Shooter damages the entire party. Use Jack to keep the party at full strength, using his Healing Blade. Rudy's Hand Cannon and Rocket Launcher work well against the armoured Golem, but the most effective spell is the Hi Freeze.

Once the Golem has bitten the dust, walk north to enter the command centre. Zeikfreid will block the characters' path. Time for another battle methinks! Zeik is susceptible to holy attacks. Cast a few Holy spells on the characters. Use the Saint spell to Damage him with magic. Then finish him with some Meteor Dives.

16 FIX ME NOW

After the party has discovered Rudy's condition, back in Adlehyde, they will need to find a cure. Make for Rosetta Town. Talk to the Elw girl. Take her to the Forest Mound, south of the town. Walk north, through the mound, to the pillar area. The Elw girl will then transport the characters to the past.

Leave the mound and walk east to where Rosetta was situated. Speak to the village elder and take a look around town. Go to the hut in the northeast corner. Speak to the four men inside to get the Spirit Key. Check out the barrels in the hut, situated in the southwest, to find the Blue Ribbon. Walk south of that hut and talk to the old bag near the exit. Collect the Sunbird Hat from the barrel to her right. Leave the village and go south. Head for the path near the woods to get to the prison.

FOREST PRISON

Walk down the path and talk to the brown creature with the wand. The trick to getting out of the maze is to go left, until there is a path down. Then head down until there is a path left and so on. When you find a purple chest, hidden in the trees, use the Spirit Key to unlock it. Follow the will-o-the-wisp. Examine the waterfall and the life guardian will appear. Collect the Life Rune and return to the path. Head south and go down the steps to leave the maze.

Walk across the bridge and enter the Lab in the east. Speak to the woman inside. Vassim will tell the party to get the Life and Illusion Runes. Go back through the Forest Prison and strike northwest to the Forest Mound. Teleport back to Filigaia. Make for Curan Abbey (Cecilia's starting point). Enter the secret library and walk

17.0

GEMINI CIRCUITS

After Emma reveals that she needs the Gemini Circuits, fly the Protowing to the Temple Of Memory (Jack's start point). Select Jack and examine the panel in the temple. Enter the password as 'Emiko'. Go through the door that opens. Ignore the teleporter and walk right. Collect the two Crest Graphs from the chests. Walk north across the spikes. Now use Hanpan to get the Holy Parasol from the chest. Go through the teleporter. Examine the hologram. Leave the temple and return to Protowing.



to the room where Cecilia encountered the book monster. Examine the bookcase on the left to find the volume you want.

DE LA METALICA

Walk down the stairs and open the door. Continue down the steps until you reach two staircases leading up to the same locked door. Walk up the right staircase and examine the door. It will tell you what time the door was opened. Use the watch to turn back time and go back up the right staircase. The time will now be less than when you first examined the door. Repeat this action until the door opens.

Continue round the maze and collect the first few books as you go. Go up the stairs, when you come to a tombstone with an inscription on it. Examine the bookcases in the room at the top, then go back to the tombstone. Head down the stairs and through the door at the bottom. Open the middle chest and the second-from-right chest. Return to the tombstone and go through the door next to it. Now collect the remaining books and follow the passage until you get to another stone.

Go through the left door then the right, then right, then left. When this is done correctly, the characters will appear in the centre of a spiral staircase. Make your way to the door on the outside of it. Once there, walk to the pentagram on the floor. Duras Drum will appear and give you the Hades Rune and the Necronomicon.

PANEL BEATING

Go back to the Elw dimension and return to Vassim's Lab. Talk to Vassim about Rudy. Go upstairs and visit Rudy. Cecilia will be taken into his dream and have to battle with the demon Elizabeth. If Cecilia has the Saint Spell, this battle will be a pushover: use the spell four times to destroy Elizabeth. Otherwise keep striking with fireballs and holy attacks to defeat her. Cecilia will then be given the Love Rune.

When she is out of the way, Rudy will return to the land of the living. Go downstairs and speak to Vassim, using Rudy, to get the Fury Shot Force. Leave the lab and walk to the northwest corner of the house. Examine the crate hidden in the bushes to get the Secret Tool. Go back through the teleporter in the Forest Mound.

◀ Check out the left book shelf, in the hidden library, to find De La Metalica.

Fly to Curan Abbey. Head north from there and land near the Heaven Corridor. Enter the ruin. Use a Duplicator on the first door and the Teardrop on the second. Climb up the first ladder and walk right. Climb the second ladder and examine the bookcase at the top. Search the three jars in the corner to find a button: push it. Go back down the ladder and open the central door with a Duplicator. Pick up Crest Graphs. Collect the Magic Carrot on the right. Climb the second ladder. Go through the door at the top.

DHEE

Examine the two bookcases. Go through the north door. Walk west, then down, to get a Nectar. Walk north and go up the ladder. Unlock the door at the top with another Duplicator. Stick to the edges of the room to avoid the magic traps and head east. Use Hanpan to get the Crest Graphs from the two chests, as there are magic traps protecting them. Walk up the north steps to get to a save point. Continue east and go up the ladder.

You need to touch the blue diamond to open the door at the end. Try and trap the diamond against the yellow blocks and use the speed ramps to reach it. Once this is done, proceed north. Get through the next two rooms using the same method.

Climb the steps at the top of the corridor and use the Teardrop when the characters are standing between the trees. The wizard called Dhee will appear and give Cecilia the Dual Cast Force. Return to the Protowing.

GEMINI'S CORPSE

Fly southwest of Court Seim to find Gemini's Corpse. Go up the stairs, to the statues at the back of the first room. Blow open the wall between the statues and collect the Fast Draw Hint from the chest. Go down the central steps.

▼ Blast the wall right between the two statues and you will find another Fast Draw Hint.





WALK-THRU

Walk east and blow away the wall next to the first door. Enter the room and extinguish the fire with the Vase. Examine the statue at the top. Collect the Jewel then leave. Walk west. Enter the door at the end of the corridor. Blow away the wall to the north. Descend the steps to find another Jewel embedded in a statue. Return to the corridor above.

Go through the door at the far end of the passage. Collect the Crest Graph and the Black Pass. Go back to the passage. Enter the central doorway.

POWER GLOVE

Walk west and go down the stairs. Blast the secret door opposite the exit. Place the Jewel in the statue. Go down the passage that's revealed to find the Phaser. Return to the passage above, collecting the Jewel from where you placed it. Go through the exit.

Place the second Jewel in the next statue and continue through the door. Get the Pouch from the chest on the left. Get the Mega Berry from the central door. Blast the hidden door behind the chest. Place the Jewel in the statue and go downwards. Steal the next two Jewels, then return to the room above, taking the Jewel you placed on the way. Go back to the passage. Leave through the east exit.

Enter the first door along. Place a Jewel in the statue. Go through the door that opens and follow the passage until you find the path blocked by two more statues. Place the Jewels in the statues.

On landing, open the chest to receive the Power Glove Tool. Walk north. Strike the two statues to get the chests to drop.

► Use the power glove to punch the pillar across the chasm. Then select Jack and grapple onto it.

▼ Insert the Black Pass in the gap to open the door. Through the door is the secret black market.



Collect the Duplicator and the Ambrosia. Blast the walls behind the statues and get the two Secret Signs. Then go through the central door. Knock the purple pillar across the chasm with the Power Glove. Use Jack's Grapple to get across. Go through the door and collect the Gemini Circuit.

MECH DRAKE

The Mech Drake has an annoying habit of silencing the entire party. Use Cecilia's Mystic skill on a Violet Rose when this happens. The resonance wave produced by the Mech damages the entire party, but they can be quickly restored to full health by using a Remedy spell. To destroy the Mech quickly, use Jack's Sonic Vision and Rudy's Bazooka. The Hi-Spark and Saint spells are also very effective.

With the Drake out of the way, the party can recommence collecting the Gemini Circuit. Once this has been achieved, head back to Adlehyde.

Enter the item shop in Adlehyde and examine the bookcase. Place the Black Pass in the gap. Go down the stairs that appear. You can now buy decent items and weapons from the vendor below.

Enter the castle and speak to Emma. After Sweet Candy sinks, fly to Ships Graveyard. Then walk to the beach. Collect the Gemini Circuit. Return to Adlehyde and enter the repair shop. Give Emma the Circuit. The Full Wing will now be available.

18 DEMONS REFUGE

Fly to the island in the southeast corner of the map. Land the Full Wing next to Pandemonium. Enter the castle. Climb the stairs and enter the northernmost door to get the Mind Gem. Walk back south and go through the door on the right. Examine the gem between the doors, to open the exit. Walk north. Get the Mega Berry from the chest. Walk through the door above the save point.

The party will be confronted by Turask. Use Saint spells and Sonic Vision to drop Turask. Remedy and Lock Status also come in handy against his decent magic. Once Turask has been slain, the characters are imprisoned in different parts of the dungeon.

Send Hanpan through the north hole. Leave through the first exit you come to. Head north and go through the hole between the topmost cells. Keep heading north to find a lever and free the characters.

THE GREAT ESCAPE

Select Cecilia and take her down the stairs. Walk to the first door and change the gem to blue. Select Jack. Send him through the northeast door. Step on the red switch to lower the barrier. Use Cecilia to change the gem. Select Rudy and move him down the corridor until he is blocked by a second purple gate. Use Cecilia to change the crystal again. Move Jack south to find another crystal. Change its colour. Send Cecilia through the door on the left. Get her to step on the switch, so Rudy can proceed. Move Cecilia left and get her to step on the blue switch. Select Rudy and move him right until he reaches the same room, then get him to step on the switch. Go back to Jack and move him up to the same room. Once all the blue switches have been covered, the party will be reunited.

190

LAST RITES

Fly to Baskar village and use the Wand to speak to the big white dog in the chief's hut. Return to Adlehyde. Donate 100,000 Gella to the mayor. Leave and re-enter the town. Go to the pub and speak to the dreamchaser, stood at the bar. Collect the Dispellado.

Fly back to Baskar and walk to the stone circle just outside town. Examine the stones until you see a small clock on them. Then use the Dispellado on the stones in this order; northwest, southwest, southeast, northeast, west, south, east, and north. The illusion temple will appear in the centre of the stone circle. Walk inside the temple and collect the Chrono Rune.

Enter Baskar Village and walk up the north path to the temple. Get to the top of the temple and the party will get the Hope Rune. Speak to the big white dog before you leave the village.



DEMON PROPHET

Go back the way Jack came, until you reach the blue jewel. Blast the wall to the left of it with Rudy's bombs and collect the two Crest Graphs along with the Ambrosia. Go back down Rudy's path. Enter the central room and do battle with the demon prophet.

Use Saint spells and the Magnum Fang fast draw, to knock a good 6,000 hp per round off him. After clearing the dude from your path, walk through the door in the north. Collect the Mega Berry from the chest. Go up the stairs.

The demon Shazam will now attack the party. Use Saint and Magnum Fang, as before. Shazam has an instant kill attack, so make sure Cecilia has the Full Remedy spell in her inventory to counter this.

RESTORATION

Once back in Adlehyde, walk to the mayor's house and make donations of 30,000 and 50,000 Gella. Go to Tom's house [the previously locked building in the southwest corner]. Talk to Tom and give him the Secret Tool. When he returns, go and examine the guardian statue that was broken. The party will be given the Castle Rune.

Walk to the house in the northeast corner and speak to Drake. Then leave town and make for



WILD ARMS

WALK-THRU

ANCIENT BATTLES

Fly to the atoll near Ka Dingle and land the Full Wing. Summon the Golem with the Ocarina. Enter the tower. Do battle with Boomerang and Lucied. Use Saint spells and Rudy's arms to pummel them. When they are defeated, go back outside the tower. Collect the Sabre Fang.

Get back to the Full Wing and fly to the ancient arena. Compete in the arena battles and Boomerang Flash will appear in the coliseum. Defeat him to get the Divine Blade. Walk behind the count's throne to the room with a mirror in the centre. Use the Power Glove to break the mirror. Unlock the doors behind the mirror and keep walking north until you reach a chasm. Walk to the balcony and Angol Moa will try to blow you off. Stand your ground and you'll be forced to fight him.

Angol Moa defends most of the time, so be ready with the Saint spells and Rocket Launcher attacks. When Angol does attack, it will be with his 7th Moon. This does extensive damage to the party. Use Remedy or Full Revive to keep the characters on their feet. The Juggernaut will be awarded when Angol is no more.

KA DINGLE

Re-enter Ka Dingle. Walk through the door to the right of the staircase and collect the two Mega Berries. Go up the stairs. Follow the passage and take the

Ships Graveyard. Sail northwest of the graveyard and cruise around the dark-coloured waters of the inner sea. Eventually the water will foam and Leviathan will surface. It attacks with deadly magic, so use Cecilia's MP Drain spell. Gather the Pret-A-Porter from the Leviathan's corpse and go back to the Full Wing.

LOOSE ENDS

Fly to the desert in the northwest corner of the map. Walk up the desert and wander around until the party encounters Barbados the Golem. Use the castle guardian to increase the party's defence power. Barbados has some pretty powerful attacks, so be sure to have the Remedy spell in your inventory. Saint spells and Hi-Spark work well. Rudy's arms inflict the most damage. Save his force energy until he gets the Fury Shot, then let rip for some serious damage.

Get the Dist Dims sword and give it to Rudy. Return to the Full Wing. Fly to the Giant's Cradle. Enter the valley, west of the cradle. Walk around until you find the ancient Altar. Examine the altar to find the Sword Rune.

Now go to St Centour and talk to the girl in the house, at the southwest corner of the town. Leave the village and Zed will appear. Use Saint spells and Arm Down to reduce his power. Equip the Life Rune and use the guardian to keep the party's hp levels up. Zed has some pretty terrifying moves, so make sure you have a couple of Goat Dolls ready when you fight him. After he surrenders, let him live. He will then give Jack the Doombringer.

CASTLE ARCTICA

Travel northwest of the Photosphere Crater. Enter the castle on the other side of the mountains. Collect the Full Revive Fruit from the chest. Walk left and go north. Collect the two Mega Berries and the Nectar from the chests you find. Walk west. In the next passage, ignore the bottom door



first turn left. Blow away the false wall and step on the red diamond. Continue south. Collect the Nectar and the Ambrosia from the chests. Walk north and go up the right staircase. Step on the red diamond to make a statue appear. Return to the previous room. Take the right exit south. Walk round the passage. Collect the two Magic Carrots from the chests. Go north. Follow the passage south, collecting the Magic Carrot and the Mega Berry on the way. Enter the room where the statue appeared and push it onto the black square to the left.



and use a Duplicator to open the middle door. Get the two Secret Signs from the top, then return to the passage. Go through the north door.

Grab the Wild Bunch Arm from the chest in the centre of the courtyard. Head through the door on the right. Use a Duplicator to reach another two Secret Signs. Return to the courtyard and enter the central door.

LAST KNIGHT

Collect the Lucky Card and go through the door on the right. Keep walking until you reach a throne. Use Jack to examine it and he will get a Fast Draw Hint. Retrace your steps and go through the door on the left. Continue down the passage and you'll eventually face Lady Harken.

Equip Jack with the Life Rune and the Force Unit before sending him in to fight. Lady Harken has the same fast draw skills as Jack, but as long as he is well armoured, they shouldn't prove too much of a problem. The force unit should give Jack enough power to use his Summon Guardian or Sonic Vision every other round. This will provide him with a well-balanced offence and defence to win the battle.

As Lady Harken lies dying, the guardian of courage appears. The party is then given the Courage Rune.



Walk back to the room where you got the two Magic Carrots. The red door in the centre will now be open. Walk north. Go down and get two more Magic Carrots. Climb up the left staircase. Push the statue in the top room through the hole in the floor. Go back down the stairs and enter the door on the left.

▲ Nail Alhazad to gain access to Malduke.

ROBE OF DEMONS

Push the statue in to the left corner of the room so both statues are parallel. Go through the doors that open and activate the left and middle red diamonds. Return to the room with the stairs and go through the door on the right. Pull the lever on the left. Enter the central door. Collect the Ambrosia from the chest in the south, then go up the stairs. Continue round the passage. Head north at the first door, to get the Metal Shield. Keep walking until you reach a room with an orb in it.

Bomb the orb and go through the door that opens. Bomb the orbs in the next section, as well. Flick all of the levers so that they face right, to open the final door. Walk north and attack Alhazad.

Inflict the usual Saint spells and Rocket Launcher strikes on him. Use Jack to heal the party whilst the rest of the characters fight. When he is dead, gather the characters and walk north to the teleporter. Enter the teleporter to be transported to Malduke.

▼ The rocket launcher is most effective weapon against the deadly mechanical creatures.





WALK-THRU

200

MALDUKE

Walk south. Blow up the generator to the left by dropping a bomb diagonally. Go through the door. Collect the Nectar from the chest. Punch the purple pillar across the chasm, using the Power Glove. Grapple onto it and leave through the north door. Frag the generator blocking the path and flick the switch at the end. Go back to the room where you disabled the first generator.

Eliminate the generator on the left and go through the door. Enter the pipe in the room below. Follow it to get to another room. Collect the Arch Smash and the Bullet clip from the chest. Go back to the pipe entrance and go through the door that is on the far left. Enter the west doorway at the end of the corridor. Pull the lever. Go through the open door. Collect the Guitar Tool. Now you can teleport back to Ka Dingle and search for the Abyss in Filigaia.

THE ABYSS

Fly to Milama and walk to the pub. Speak to Elimina. Leave Milama and fly to the Elw pyramid, north of it. Enter the pyramid and go through the teleporter. Keep transporting through the teleporter until you end up in another dimension.

▼ Use Jack's grapple in order to reach the far side of the Abyss.



Walk south until you find five levers. Flip the left lever, the second-from-left lever, and the second-from-right lever. Go south. On reaching a set of three statues, push the right one and wriggle through the gap.

Walk round the darkened pit to the stairs leading to a locked door. Use a Duplicator to open the door. Follow the passage to get the Dead Meat, Ruby Tiara and Texas Number. Go back to the darkened pit. To the south of the stairs, in front of the room you opened with the Duplicator, is a secret door. Walk south through this door. Take the first right turn and walk round the narrow path.

SHERIFF STAR

Go down the steps and collect the Amulet from the chest. Walk north. Use the Grapple to cross the right side of the room. Go north, to the central platform, and walk through the door there. Head down the path to the left. Use the grapple to reach the Orb Of Life and the Mystic Slate. Go back to the centre room. Go north and stand in the circle. Play Jack's Guitar and the Volcano boss will appear.

After defeating the boss you'll be given the Sheriff Star. Return to Ka Dingle and from there go on to Malduke. Return to the section where you discovered the Guitar and go back to the crossroads. Walk down the south passage. On reaching a set of flashing tiles, run quickly to the pipe that is on the left. Walk down the end of the pipe and flick the lever. Go back to the crossroads.

Walk north. Enter the pipe complex. Collect the Silver Blade, Princess Rod, and Violator from the pipe room. Go through the door in the southeast corner. Examine the statue. Do battle with the creatures that appear, to get the final Fast Draw Hint. Return to the pipe room. Enter the north door.



Select Jack and the Grapple. Walk quickly across the bridge and grapple onto the pillar at the far end. Walk north and go through the door on the right. The three levers here change the destination of the teleporter in the north room.

STATUE AREA

Flick the lever on the right to get to the statue area. Go through the teleporter. Walk south and drop off the ledge. Walk left. Go through the door. Blow up the rock in front of ladder and climb it. Go through the northeast door. Follow the passage round and go through the south exit. Drop off the south ledge. Turn the jewel blue. Walk south. Head left until you reach another door. Go through it and destroy the rock blocking the ladder on the right.

Climb the ladder and walk back to the jewel, collecting the Armour from the chest room on the way. Change the jewel back to its original colour. Continue round the passage. Now the room with the red diamond is opened, step on it.

Walk back to the gem and change it once more. With the two statues out of the way, you can walk through door in the centre. At the end of the tunnel you'll find the Arms. Make sure the jewel is blue and go through the northeast door. Walk into the north room and read the tombstone. Walk down and left, through the secret passage, below the stone. Go north.



WILD ARMS WALK-THRU

Put out the fire in the circle and get Jack to play his Guitar there. Lucifer Golem will appear. Defeat him and the party will get the Jade Wilder. Go back through the teleporter.

RESIDENTIAL AREA

Once back at the teleporter, return the levers to their original positions. Flick the left lever and head through the teleporter, to the residential area. Walk up the steps to the north and look behind the large headstone at the back of the cemetery. Collect the wings. Return to teleporter. Flick the levers so that they are both facing right. Enter the teleporter.

MINE AREA

Walk south. There are four rooms at the bottom of the mine that contain a chest. Three of them contain bogus eyes. The real eye is in the second-from-right chest room. Once the eye has been obtained, you can fight Sado Golem. Walk to his circle and put out the flame. Then use the Guitar to summon him. The Braver Vest will then be awarded. With all three items in your possession, go back through the teleporter. Walk left to the far door and enter the control room. Collect the Nectar from the chests scattered about. Place all three of the parts in the machine to the north.

CENTRAL CONTROL

Enter the door that opens. Grab the Magic Carrots from the chests before going down the stairs. Walk round the pathway until you come to a bridge with a searchlight playing on it. If you fancy a

scrap, run into the searchlight beam and the Berial Golem will attack. Collect the Ambrosia from the chest in the north before going through the central door. The far right door in the next passage leads to a teleporter that will take the characters back to Ka Dingle, so that they may pick up any items they missed. Take this opportunity if you wish, otherwise enter the central door.

At the end of the passage is a view bubble. Guarding the bubble is Zeikfreid. Use Trump Card and Wild Bunch to hammer the fool, whilst keeping your party's health up with a few Remedy spells.

After Zeik is dead, it is time to face the Mother Hybrid. Use Cecilia to heal the party. Get Jack and Rudy to fight with their most powerful weapons. The characters will not have had time to recover from their previous confrontation, so use Cecilia to hand out the ammo and the Magic Carrots.

▼ From the viewing bubble you can watch the destruction of Filigaia, first hand.



EPILOGUE

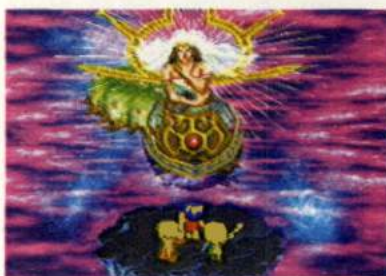
With the Mother defeated and Filigaia saved, all that is left is for the control room to explode in a 'Bond'-style finish. Heal the characters and re-arm them. Run south to the corridor. Walk through the right door. Enter the teleporter to transport to Ka Dingle.

In the dimension beam, the characters are attacked by Zeik Tuvai, the hideous remnants of Zeikfreid. Use the same method as before to defeat him. He has a few more hit points than before and a Silence All spell. Use Cecilia's Mystic skill on a Violet Rose to cure the party, and keep piling on the attacks.

When this final battle is won, Ka Dingle goes up in a ball of fire and the Golem protects the party from destruction. After a few months on the town celebrating, the characters go off to face the brave new world together.



▲ Mother bonds with Zeikfried to produce a powerful demon hybrid.



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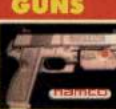
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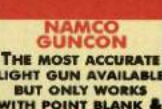
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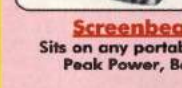
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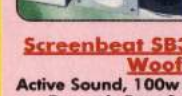
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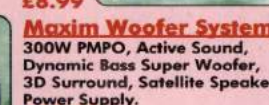
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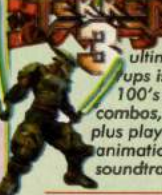
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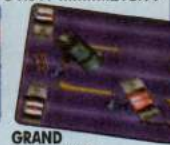
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CONSTRUCTOR

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LEARNING THE TRADE

BUILD

The greater the variety of buildings you construct, the more options become available to you. If you build one each of the wooden houses, the concrete yard can be built. After one each of the concrete houses have been raised, the brick yard option is available. The steel yard is accessible when all the brick houses have been built.

Once a yard is constructed, be sure to upgrade it. It may take a lot of time and money, but an upgraded yard can hold more supplies and takes less time to be restocked. It also increases the amount of buildings that can be built.

BEST DEFENCE

Before you start taking on the other builders, always be sure your estates are well protected and maintained. Have a few rat traps built in the gadget factory just in case an infestation occurs, as they spread rapidly from house to house.

Having a good police presence also stops you being overwhelmed by tumultuous events. Assign them to your most expensive constructions and work yards to stop undesirables from breaking in. The lower rent houses aren't worth protecting, so you are better off concentrating your force on the more luxurious properties.

get uppity and impose a fine for overcrowding. Workers, however, can be turned into repairmen, foremen, or even into tenants. They are also immortal when created and will wait happily in your hut until called for. Don't forget, tenants will only reproduce if they are in the appropriate level of housing. Level 1 tenants won't reproduce in a bungalow, for instance.

THE COUNCIL

These bunch of spuds are the main cause of grief in the game. They can get you the sack if you accumulate too many black marks. The most lethal threat the council poses is when they set missions. Missions have to be completed in the allotted time or it's game over! It is therefore a good idea to save the game when a mission has been given. Concentrate all your efforts on getting the mission completed – don't try to do anything else until it is done. Once a mission is completed, a ton of white marks are awarded.

The council has its uses. You can sell obsolete or damaged property to them for reasonable prices. You can also sell a newly constructed house for a healthy profit, to make some quick money. Selling to the council can also be a good option if you have property in the wrong place. Rather than sending the foreman in to blow it up, you can let the council have it for a few months, after which it will explode of its own accord.

GO FORTH AND MULTIPLY

The problem most players seem to have is lack of tenants. Without tenants, your rent money drops, your houses are open to infestation, and your workforce is greatly diminished. Dedicate one of the first estates you build to breeding workers or tenants. Upgrade the bedrooms and kitchens to ensure that the tenants don't die of botulism and stick around to do some breeding.

It is a better idea to produce workers rather than spare tenants. If too many tenants are hanging around, the council will



BIRDS OF A FEATHER

Always place matching tenants and buildings on the same estate. Guaranteed, if the Sloane family find you've built a bungalow on their doorstep they won't be best pleased. Level 1 tenants will put up with the most abuse. If they don't, you can always chuck 'em out. At the start of the game, devote at least two or three estates to Level 1 tenants. You can keep their properties at the smallest size as long as you have a few trees to stick in their garden to keep them happy.



UNDESIRABLES

MONEY

Ultimately, to win the game, money is what you need. Try and get as much out of your tenants as they can afford: if they complain you can always chuck them out! Always make constructing a school and a hospital a first priority. The school helps



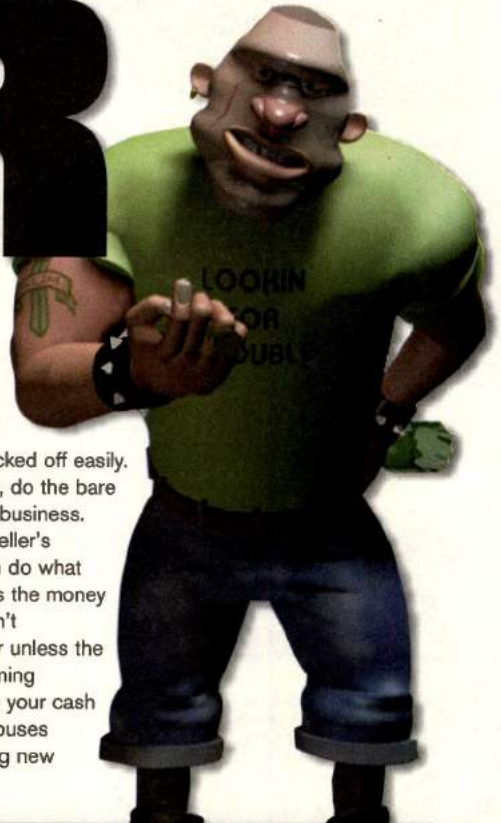
raise higher level tenants, whilst the hospital provides much needed R & R for your workers.

Don't forget the bank manager is always there; and if he isn't, there is always the mob to turn to when you need money. The best way to complete the game is by borrowing only when necessary. If you desperately need cash to finish a mission, then fine, but don't waste ready money on undesirables that you don't need. If you are flat broke, crank the rent up on your worst estate and sell the houses to the council when the residents get unhappy – you can always build more!

Try and get a good force of gangsters working for you, but never send them in alone. Three gangsters can take out a

building or character in minutes and get away before the cops turn up, unlike the solitary man that can be picked off easily.

Like any landlord, do the bare minimum to stay in business. Remember, it is a seller's market and you can do what you want as long as the money is still rolling in. Don't redecorate or repair unless the buildings are becoming uninhabitable. Save your cash for building more houses instead of upgrading new ones.



UNDESIRABLES

This is the fun element of the game. Your undesirable characters can cause a severe headache for your opponents, when deployed correctly. You can also use them to fend off enemy attacks, if you prefer a more sedate game.

HIPPIE



Long hair, love beads, and a laid-back attitude to match. The hippie becomes available when a commune has been constructed. This guy has many uses (aside from cultivating illegal herbs), but subscribes to a nonviolent code. The hippie's best use is as a squatter. Send him to an empty property, preferably an expensive one, to stop the owner moving tenants in. He can also get rid of enemy hippies by luring them out into the street for a chat, so your guys can give him a savage beating (no more than the freeloaders deserve).

CLOWN



Good for telling jokes and getting rid of unwelcome ghosts, the clown isn't as annoying as he seems. Use this character to lure guard dogs away from property with an array of amusing tricks. He can also entice some of the more deadly enemies you face into the house of fun and onto the lethal egg machine.

By far his finest weapon is the classic Molotov manoeuvre. The clown can be employed to firebomb an opposing property, causing severe damage for your enemy and severe laughter for you.

GHOST



It seems that even the dead are open to bribes these days. Use the ghost to cloak one of your characters and send them in to commit a stealthy act of terrorism. Haunting is also one of the ghost's specialities. Send him to an expensive property and use him to drive away the residents.

If you are planning a major raid against your enemy, use the ghost to infest a pavement in their territory. After a few seconds, zombies will appear and send the police into a frenzy, leaving the way clear for your attack.

MR FIXIT



Classic DIY disasters await when Mr Fixit calls. If you want to make a house uninhabitable, send him in to do the wiring. If you want to cause more

permanent damage, get him to check out the gas mains. Pretty soon there will be a huge explosion. If you want to take out a whole block, let him try his hand at plumbing. After a couple of water mains have burst, the entire neighbourhood will be knee-deep in water, adding to their stress. He also looks like Ross, our caption-mad designer.

PSYCHO



Norman Bates has nothing on this guy! Once the biker bar has been constructed, this Hell's Angel will go on the rampage. Get him to put his chain saw to good use. Attacking fences to weaken property is a must. He can also clear unwanted workers off a building site by going postal with his saw, sending the enemy packing so you can move in on their territory. If you've seen *Scream* and desperately want to emulate some excellent terror tactics, send the psycho to attack a house. After this raving madman comes to call, they better cancel their milk and renew their life insurance. Still he loves his dear old mum and always puts flowers on her grave.

THUGS



When not watching football, they love nothing more than to cause a ruck. Use them to fight off rival thugs or just to cruise the neighbourhood looking for bother. As with the ghost, they can be employed to drive away tenants using intimidation and threats. They are more effective as they cannot be exorcised. If you like a decent bit of reggae, send them into an enemy house for a party. After a while they will get legless and trash the place, reducing its value and stressing the tenants within. Thugs will also try and drive out tenants by lobbing bricks through their windows and attacking them in the street, in a neighbourly kind of way.

THIEF

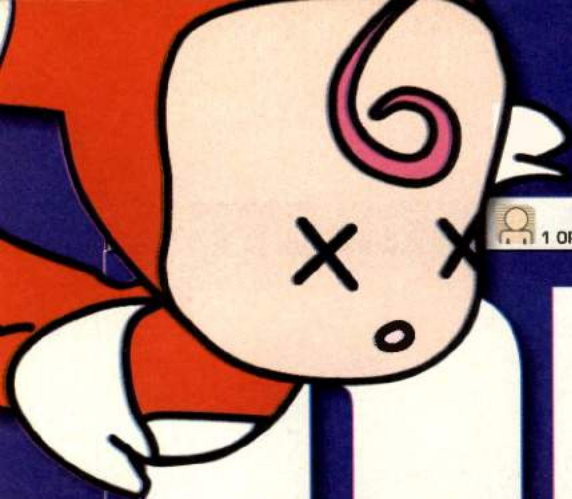


The underworld can be a useful tool for increasing your funds and really aggravating the other players. The thief can steal equipment from the gadget factory, money from a base, weapons from gangsters, or plain old gear from a yard. The thief needs to be nursed towards his destination or he will be easily picked off by enemy gangsters or police. Use parks or invisibility to cover his approach, so he stays alive long enough to strike. He can also rob gadgets from people's houses, unless of course, they are equipped with a burglar alarm. He also likes tight leather (like our editor), but if you want more than the usual service you'll have to pay for it.

GANGSTERS



These are your rank and file foot soldiers. Use them to destroy buildings and rub out enemy characters. For every kill they get, better weapons become available in their arsenal. The gangsters are good for destroying expensive characters such as foremen or repair workers. They can also be employed as guards on empty building sites, to scare away anyone thinking of usurping your position. The gangsters require careful maintenance though. If they are used too frequently, they will demand mob favours from some of your higher level tenants. Be aware of the cost and only send them in when you can meet their demands.



1 OR 2 PLAYERS MEMORY CARD (1) MULTI TAP (1-5)

DEVIL DICE

Publisher: Sony
Price: £34.99
Format: UK

Success in Sony's latest puzzle game has **nothing to do with luck**, so read our guide to **load the dice** in your favour.

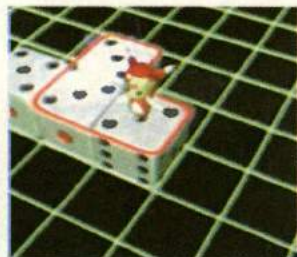
SECRETS

Bonus Puzzles

Complete all 100 problems in Puzzle mode. Then highlight 'Random' on the stage selection screen and press X. Press L2/R2 to scroll through 1,000 extra puzzles, each comprising six dice and 20 steps.

Tutorial

Press ⇨ at the title screen to see the Rules; or tap ⇨ twice to see a Basic Techniques tutorial.



Fast Forward

If you lose in Wars mode and there are just CPU characters remaining, you can speed up their play dramatically by holding △.

Play Audio CD

Replace the game disc with any audio CD after it reaches the menu screen. Press Start during play and use the 'BGM' option to select tracks. You may have to re-insert the game CD to load gallery pictures etc.

PUZZLE MODE

This comprises ten sets of ten problems. Each time you complete eight of the current set, another set is unlocked on the puzzle select screen. When you've completed all 100, the bonus puzzles will be unlocked - all 1,000 of them!

Seeing Stars

If you manage to complete a puzzle in less than the maximum number of moves, an 'Excellent' message appears and you are awarded a star on the puzzle select screen. However, it's only possible to achieve this on some of the stages. Here are some of them we've found:

STAGE 13	STAGE 19	STAGE 23	STAGE 26	STAGE 46
Roll the right die up two, left one, then down to make a 2 chain. Quickly roll the other die up to join it.	Roll the stone block right, then the top wooden block left and down to make a 2 chain. Drop off and roll the other block right to join it (as a 1).	Simply roll right along the first three dice, turning them to 2s. Then roll the fourth one down and left three to make a 2 chain. Now drop off and push the other 2s into it.	Roll the first die up two, between the others, then the left die up and right one. Roll the right die up to make a 2 chain, then roll the other die up onto it when it has sunk enough.	Roll starting 5 up and right one, then bottom 5 down. Roll 2 up two, 4 down, then 1 left and then up.

Once you get to the 1,000 bonus puzzles, a star is awarded if you complete the puzzle by joining all the dice as sixes - and an extra star if you manage to do this within 14 steps.

Gallery Pictures

Every time you complete a set of ten problems in Puzzle mode, another picture is unlocked in the Gallery (on the Options, Config menu). You can select a picture to cover the floor on Battle mode. The final five Gallery pics are unlocked in Trial mode, as follows:

1. Record Endless Level Reached (30+)
2. Record Score in Endless Mode (10,000+)
3. Record Chain Size (20+)
4. Record Score in Time Limited Mode (250+)
5. Record Maximum Chain Score (4,210+)



Devilishly difficult, but fiendishly fun!

PLAY# 43

Play issue 45 is out now and available from most good newsagents

THE UK'S MOST UNOFFICIAL PLAYSTATION MAG!

DEVIL DICE

GUIDE

DICE



TRIAL MODE

TRIAL MODE

You can either play in Endless mode (until the arena fills up) or against the clock. The aim is to score as many points and chains as possible.

Making The Grade

After each level, you're awarded three grades. Ranging from D (doh!) to X (excellent), these are awarded for score, chain size, and maximum chain score. Here's what you need to achieve to attain different grades:

GRADE	SCORE	CHAIN SIZE	MAX CHAIN SCORE
X	100,000	50	3,000
A	50,000	30	500
B	10,000	10	250
C	1,000	5	100
D	0	0	0

Faster, Faster

The maximum speed setting (of two stars) is increased when you achieve one of the following triple grades or better in Endless mode: 'BBB', 'AAA', and 'XXX'.

Scoring Tips

- Play the Puzzle mode first to learn how to orientate the dice numbers by rolling them around.
- Getting stuck on the floor is bad, as you'll have to wait for a new die to appear to climb on it. So try not to get stranded on a sinking island.
- When trying to build up large chains, take your time and be careful not to trigger smaller chains accidentally.
- One trick to try in Endless mode is to let the entire arena fill up, except for a clearing in the middle with at least one 2 by it. This means that the next die generated will always appear in the clearing and can easily be rolled into a 2. When the next die appears, roll it into the sinking chain and keep repeating for a big combo.



▲ Try to build longer chains for more points.



▲ Getting stuck on the floor isn't usually a good idea.



▲ Leaving a clearing in the middle means the next die is bound to appear there...



▲ ...Roll it into a 2, then keep adding each generated die for a big chain combo.

BATTLE/WARS MODE

- You need to adopt different tactics when battling against one or more CPU/human opponents.
- In Battle mode, if the opponent only has to get one more chain to win, try to steal one of his existing chains. Obviously, the lower-number chains are easier to nick.
- Defend your own existing chains by turning over any dice of the same number.

- New chains can easily be stolen by an opponent adding another die to them, so watch out for thieves.
- Don't worry if you get caught in a tussle with an opponent over one die – the CPU players will usually get fed up and concede it.
- Don't get stuck on the floor, particularly in Wars mode where you will soon be trampled into oblivion.





PLATINUM



1 PLAYER



MEMORY CARD (1)

CROC

LEGEND OF THE GOBBOS

Publisher: Fox Platinum
Price: £19.99
Format: UK



PASSWORDS

1-2	ULLLLDDULURDARU
1-3	RULULUURLAURLUD
1-B1	DLURLDALRLAROLL
1-S1	LURURUDALDULULD
1-4	ULDLLDALLRDARU
1-5	RUDULUULDUURLUD
1-6	DLRLDRDRURAROLL
1-B2	LDUURADALLURULD
1-S2	URLRLDALDARU
2-1	RDLURUULLURLUD
2-2	DRULURDRAROLL
2-3	LURDDADALDULULD
2-B1	ULDRULDALLRDARU
2-S1	RDDURUULDUUDUD
2-4	DRULURDRUURLLL
2-5	LDUDDUDRLUDRLD
2-6	ULLRUDRDRULURU
2-B2	RULDDUUDLUUDUD
2-S2	DRULUDURUURL
3-1	LURDUDURDUDLLD
3-2	ULDRUURDLRLDRU
3-3	RUDDDDUUDUUDUD
3-B1	DLRLDULDUURULL
3-S1	LUDDULURDUULDD
3-4	URRRURURDRRLDUU
3-5	RDRULDUULUURUD
3-6	DRULRLDURARUL
3-B2	LUDDULURDUULDD
3-S2	URURURULDLRDDU
4-1	RDUDULDDDUUULD
4-2	DALLURLLUURUL
4-3	LDODDUULLRULUD
4-B1	UURRDDULDLDDU
4-S1	RRRDDULDLRAULL
4-4	DDDLDDURAUURUD
4-5	LLLDUURLDRUL
4-6	UUURDRRLULLDDR
4-B2	RLUDDULDRUULL
4-S2	DDLDUDDUURUURU
5-1	LLDLURALLRULUR
5-2	UDRUURLLDULDDL
5-3	RRRLURLDLRAULL
5-4	DDDUULDUURUURU
5-8	LLLDARLLDRDLUR

With **Croc II** due later this year, now is the **ideal time** to catch up on the original, just **rereleased on Platinum**. Here's the **full PowerStation guide** to get your **teeth** into.

LEVEL 1.1

AND SO THE ADVENTURE BEGINS

Take a right turn as you start to get the Purple Crystal. Then head to the well; the Red Crystal is on top of the box next to it. When you've collected them both, smash the top of the well to access the secret area. Straight ahead in the secret area is the Blue Crystal. In the second section there's a Green Crystal on a collapsible platform. In the next section, watch out for the pink dragon: when he retreats into his hole, quickly jump in and stamp on him. You should then be transported to another secret area. The Yellow Crystal is at the far end of the room on a box. In the bonus area you will need to bounce on the right jelly to get the Key to the Gobbo's cage.



Dantini; the Red Crystal is next to him. Grab it, then smash your way through the well on the clifftops. Upon landing, you can find the Yellow Crystal to the right, on top of the highest box – be careful not to smash the lower boxes on your way or you won't be able to reach it. The Purple Crystal's on the highest box opposite. Leave through the door when you have obtained these, then glide down on the balloon. Climb the steps. The Green Crystal is in the furthest box, but climb on top of the box first to get to the platform with the Gold Key. Rescue the Gobbo and leave this area. The Blue Crystal is on your right as you enter the next section; get it and head for the bonus section, collecting as many Crystals as you can on the way.



LEVEL 1.2

UNDERGROUND OVERGROUND

Don't jump down the well on the bottom section straight away – instead on the left wall you will find some handholds, so climb these. There are loads of Crystals up here, guarded by a fireball-throwing

LEVEL 1.3

SHOUTIN' LAVA LAVA LAVA

Use the arrow platform on the right to float across the lava to get the Red Crystal. Go towards the two standing stones but don't step on the red button between them yet. Instead look behind the

CROC PLATINUM



left stones and you'll find a teleporter that will take you to a bonus level containing Crystals and two Extra Lives. Go down the well to the next section and push the box over to the Gobbo and rescue him.

Push the box so you can jump on the middle ledge to get the Gold Key, then push it back to where it started so you can get on the moving platform and pick up The Green Crystal. When the platform reaches the top, jump onto the ledge and unlock the door. Climb up the stack of boxes to get to a well, then nimbly dodge the worm while recovering the Gobbo and the Blue Crystal. Smash the boxes on your way back down and leave. Use the balloon to take you to the door, then go through it to the next section. All you have to do now is hit the button to bring down the platform, get on it, and collect the last two Crystals in front of the gong – and the Silver Key behind it for the Gobbo's cage.

LEVEL 1.4

THE TUMBLING DANTINI

There is a Red Crystal straight ahead; grab it and jump on the box to get the Gold Key. Climb up the rock face and open the door. The Green Crystal is in a box by the entrance. In the next section there is a red walkway: you will need to speed across it as it dissolves beneath your feet. When past this room, you are faced with another moving platform; use this to traverse the bottomless chasm. Jump on the box to the left to find the Blue Crystal. In the next section, walk straight ahead and collect the Yellow Crystal. Collect as much stuff as you can see, then go through the door. Use the Gold Key to open the door to the Purple Crystal. In the bonus area you have to smash the boxes and run – if you fall down the gap, you cannot get back up to smash the ones you missed, so keep on the move.



◀ Avoid/smash the flying nasty as you ride the platform to the crate at the end.

LEVEL 1.5

CAVE FEAR

Turn left to get the Yellow Crystal. Move the box towards the high platform and jump onto it to collect another Crystal. Step on the red button to lower the platform near the entrance. You'll have to run for it as it moves back up quite quickly; at the top is a Gobbo waiting to be rescued. In the next section use the balloon to glide towards the Blue Crystal – don't hang around on the platform, as it rapidly disintegrates. When you reach the next area, get the Yellow Crystal from the right-hand side and rescue the Gobbo opposite before proceeding to the end of the level. The final Purple Crystal is concealed behind the gong.

LEVEL 1.6

DARKNESS DESCENDS

Don't destroy the first box you come to, as you will need this to get to the high platform. Both the Red and Green Crystals are on this platform. Jump down the well to enter the secret area



◀ Give me the moonlight, give me the music, give me the crystals. That's how it goes, isn't it?

▼ Jump via the rafts against the flow of the orange river, grabbing the crystals on the right if you dare.

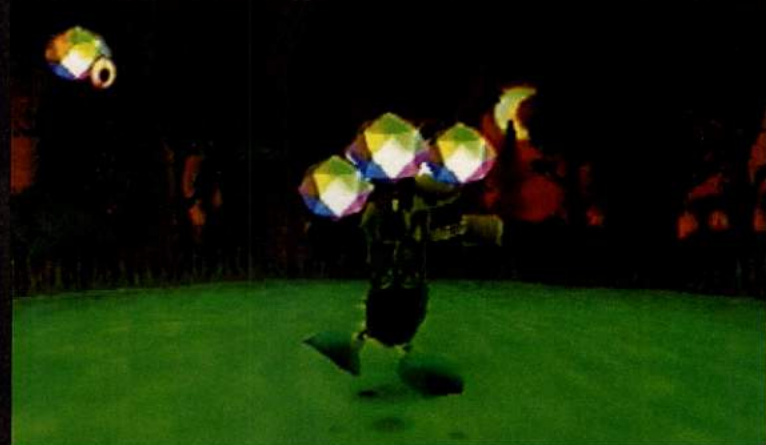


LEVEL 1.B1

LAIR OF THE FEEBLE

Get on the moving platform and collect as many Crystals as possible – you'll need them! The Extra Life will also come in handy, but you have to be quick to get it as it's on a crumbling platform.

Eventually you will come to a clearing containing a giant duck-type creature. This amphibian is aptly named Feeble. Just dodge his lunges and wait for him to stagger, then leap and smack him in the mush with your tail. It takes three hits to stop him dead, then you can sit back and laugh as this not so formidable boss bites the dust.



▲ Spend too long laughing at his stupid walk and Feeble will knock the crystals out of you.



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containing a box that moves when you walk near it. To stop it, trap it in a corner and grab on.

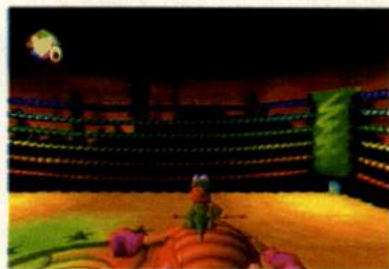
In the next section you are confronted by a fast-moving river with rafts floating along it. You must navigate these against the flow, taking care not to be dragged downstream. The Yellow and Blue Crystals are located in the crates on the right of the stream. The remaining Purple Crystal can be found in the next section: just climb up right of the exit and jump onto the jelly to find it. When you reach the bonus level, dive into the pool of water to enter a cave teeming with Crystals.

LEVEL 1.B2

FIGHT NIGHT WITH FLIBBY

This huge ladybird moves like a butterfly and stings like a bee. Then again, butterflies are not particularly agile and a bee sting is not exactly deadly. What you will have to watch out for, though, are her feet: she has an annoying habit of shuffling forward and trampling you into the canvas. The trick to beating this boxing beetle is to stand near her till she winds up for a punch, then leg it. After the punch is thrown, Flibby should be out of breath, so leap up and hit her in the head with your tail. When she falls, power-jump onto her belly. This may not be what the Marquis of Queensbury had in mind when he made his rule book but it's very effective. Deck the bug three times to proceed to the next level.

► Flibby is relatively easy to defeat. Once she's down, power-jump on her belly.



▼ However, watch out for when Flibby shuffles forward to trample you into the canvas.



LEVEL 2.1

THE ICE OF LIFE

Tread carefully as you make your way over the slippery ice platforms. Leap onto the mesh platform and jump off right to rescue the Gobbo from the box. Grab onto the bottom of the mesh platform and climb along to get the Red Crystal –



the purple Dantini above will try to stamp on your fingers, so be quick. Exit through the doors and cross the underside of the mesh platform. When you jump off, push the box towards the platform and climb on top of it to get the Silver Key. Shove the box underneath the ledge with the jelly on, then climb up and bounce to get to the higher level. Use the second jelly to boost you across to the crumbling platforms. Grab the Purple Crystal from on top of the box by the door, rescue the Gobbo inside the box, then exit the section via the doors.

Traverse the moving platforms and collect the Yellow Crystal from the corridor, then leap over the pits and hitch a lift on the balloon before smashing the box near the door and exiting. Collect the Blue Crystal as you proceed to the mesh platform. Turn right, open the cage, then exit via the bonus door. In the bonus section you will need to jump across the icy platforms to hit the button – there is an evil snowball-throwing Dantini guarding it, so be wary. When you have pressed the button, cross the newly appeared platforms to rescue the Gobbo and complete the level.

LEVEL 2.2

BE WHEELY CAREFUL

Climb the moving platforms and proceed through the exit to the next section. Leap onto the cog and grab the Key from the opposite platform. Return to the starting section and use the Key to open the cage with the button. Step on the button to activate more platforms: using these you can rescue the Gobbo and find the Green Crystal. The Yellow Crystal is located near the goblin opposite the cage, so grab it and exit the section. This time cross over to the second cog, picking up the Blue Crystal on your way. Leap onto the moving platforms and go towards the balloon; use this to float to the door and leave. Climb up the steps, collecting Crystals as you go. You will find the Red

Crystal on the highest platform above the cog. When you enter the next section, don't smash the first box straight away – you will need it to climb the mesh platform to get the Purple Crystal. Cross carefully and head for the bonus room. In the bonus room you will need to manoeuvre a pot to catch the Crystals that appear. Trust us, it's not as easy as it looks.



▲ Jump via the rotating cog to reach those crates, one of which contains a key. Beware of sliding off the slippery ice.

LEVEL 2.3

RIOT BARBARA

Go straight forward and speedily cross the crumbling platforms. Squash the guard dog and pick up the Red Crystal from the box, then go through the doors to the next section. Use the balloon to descend to the ledge below. Smash both the boxes when you land, to get a Green Crystal. Rescue a Gobbo before jumping into the water to get to the next section.



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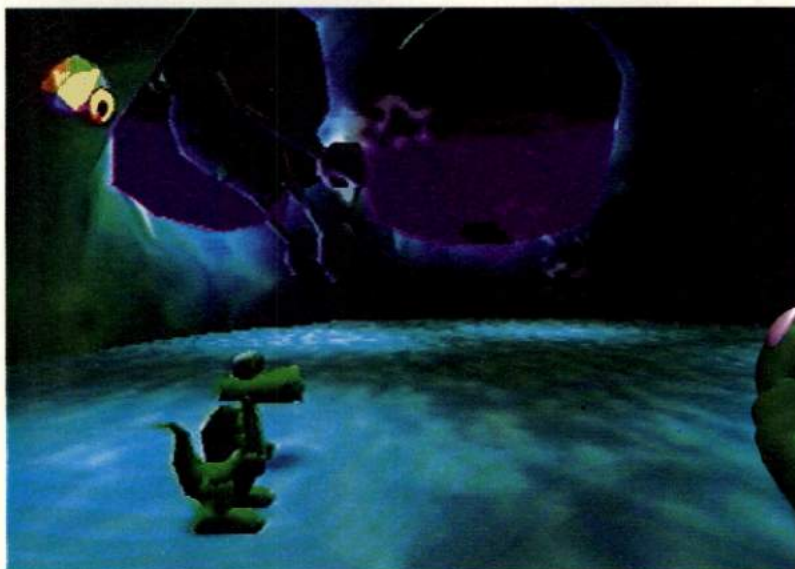


LEVEL 2.B1 CHUMLY'S SNOW DEN

This rocket-assisted snow creature likes nothing better than to propel himself at high speeds towards you, kamikaze style. Fortunately his rocket pack is a bit shonky



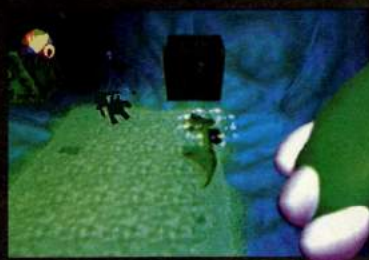
and takes a while to start up once he has crashed. To end his aerial antics, simply stay still until he dives at you, then skilfully dodge out of the way. When he's in a mangled heap, power-jump on him to make sure he stays down. Do this three times to finish the flying freak.



Look out for the Dantini between the boxes as it is quite difficult to hit without dying. When you have dealt with it, smash the boxes with your tail to get some Crystals, then head upwards to pick up the Gold Key and exit the section. When you've caught the box and rescued the Gobbo, go through the door. You should be standing by the button opposite your start point. Press the button to activate more platforms. Cross over the water and unlock the door with the Gold Key. In this new room there's a selection of moving rafts and icy platforms. Make your way across to the far side to find The Gold Key and the Purple Crystal. Tread on the red button to activate the steps to the Silver Key, then return to the starting section.

Return to the room with the balloon. This time you can open the cage and press the button. Use the

balloon to descend and rescue the Gobbo. Turn around and go through the locked door, collecting the Yellow Crystal on the way. Jump across the sinking platforms and get the Purple Crystal from the left-hand box before heading for the room with the bonus door. The bonus level is very tricky as the platforms are alternately crumbling and spinning. If you have only one life left, we seriously recommend you don't take this route as it is more than likely to finish you.



LEVEL 2.4 I SNOW HIM SO WELL

Cross over to the cage using the moving platforms. Go through the door next to it. In the left-hand corner of this room is a teleporter that leads you to a section with five Extra Lives. When you return through the teleporter, smash the two boxes to rescue a Gobbo and gain the Green Crystal. Dodge the penguins and step on the three switches to create the platforms that lead you to the Silver Key.

Return to the start section, unlock the cage, and press the button. Cross over to the bulldog and smash the crate to get the Red Crystal. Exit through the other door and head down the tunnels. Climb on the underside of the mesh platform



◀ Jump quickly across the sinking platforms to avoid the deadly icy water.





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when you get to it, then follow the stepping stones round to the button. Push the button and return to the mesh platform: there is a new ledge that enables you to get on top. Collect the Yellow and Blue Crystals and leave through the door by the button.

Smash the crate by the water to get the Purple Crystal. Step on the button at the far end of the section and speed back to where the crate was to get on the platform before it ascends. Rescue the Gobbo from the crate, then head for the bonus area. Here you will need to kill the Dantini to stop him stealing your Gobbo before completing the level.

LEVEL 2.5 SAY NO SNOW

Descend to the bottom of the pit to retrieve the Red Crystal. Return to the top and run down the ramp, collecting Crystals. Cross the stone platforms,

▼ Collect the crystals on your way down the slope to the next pool of water.



▼ Watch out for the Dantini hiding behind the left crate. Kill him first, before opening all the boxes.



rescue the Gobbo, and exit. Cross the water using the rotating platforms: be quick as the two Dantinis launch fireballs at you and the platforms have a habit of sinking fast. Kill the Dantini on top of the box and smash it to collect the Green Crystal – exit swiftly before he regenerates. Don't smash the boxes you come to or you will die horribly – ignore them and head for the next section.

Push the box over to the high platforms, climb these, and get the Silver Key. Return to the room with the boxes and unlock the cage to push the button. Smash the crates to get the Green Crystal, then return to the room where you got the Silver Key. Climb up as before and cross to the ledges with the Dantinis. Collect the Yellow Crystal from the box before you leave for the next section.

Collecting the Purple Crystal from this section will probably cost you a life as the platforms collapse beneath you. Once you finally have it you can exit through the bonus doors. In the bonus area you have to collect Crystals from around loads of wormholes: keep running and jumping alternately to stay healthy.



▲ Time for some more tricky platform jumping.

▼ Pushing the box lets you reach the high ledges.



LEVEL 2.6

LICENCE TO CHILL

Take the door to the left of your start point. Take care on this next section as the ledges are very slippery. Jump on the moving log platforms and let them carry you along. If you look down to the right you will see a white platform: jump on this to get to a secret area containing Extra Lives. When you reappear, cross the platforms and get The Silver Key.

Return to the start room and run down the slope, smashing the crates on your way. Go round the corner a run to the stack of boxes. Smash all of these to release a Gobbo and find a Red Crystal. Unlock the door next to you to play the exploding penguin game (similar to the exploding sheep game!) to get some Extra Lives.

Return to the room with the log platforms and cross over to the far door. Smash the two boxes by the door to find the Green Crystal before you exit. Ascend the pit using the rotating platforms. Hit the button to run up the slope and pick up the Blue Crystal. Jump on the platform before it rises and pick up the Yellow Crystal. Smash the box to rescue the Gobbo, then exit. Turn right and cross the water – don't smash the first box you come to, as you need this to climb on the mesh to get the Purple Crystal. Cross over to the two boxes in the corners of the cave: these contain an Extra Life and a Gobbo. Then exit using the bonus doors.

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LEVEL 2.B2 DEMON ITSY'S ICE PALACE

This boss is 'snow joke', requiring multiple hits to destroy him and his offspring. To tackle this terror from the tundra, you will have to lure him towards you before jumping and rolling clear. When he staggers, leap and hit him with your tail. This is where things get tricky as this cool customer splits in two. Use the same method as before to strike him, making sure you have room to flee if his companion gets too close. When you hit

either of them they will split again, producing two rolling bosses for you to avoid. Dispose of these quickly with power jumps to finally rid yourself of this snow-ridden world.

LEVEL 3.1 LIGHTS CAMEL ACTION

Smash the two boxes near the locked door to rescue a Gobbo and gain some Crystals. Proceed into the pit, stamping on the Dantinis as you go, and recover the Blue Crystal before exiting. Climb up

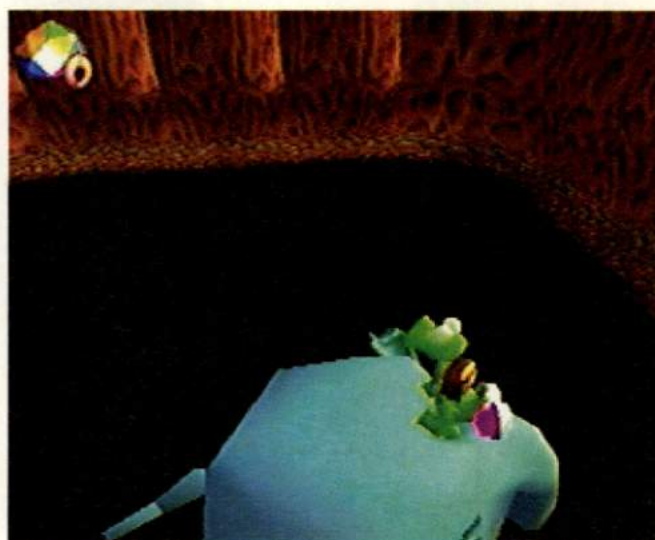


the spiral of platforms and jump on the mesh platform to get the Gold Key and Red Crystal, then jump off and exit. Make your way back to the locked door and walk through it. Get to the mesh platform and ignore the balloon – instead head for the next door, then turn around and climb the underside of the mesh platform to pick up the Silver Key and Green Crystal. Get back on top of the mesh. This time take the balloon to rescue the Gobbo and leave via the far door.

▲ Lure the boss towards you before jumping clear. When he staggers, you can then swipe him with your tail.

Jump over the crates and keep going until you reach a canyon. Use the jellies to reach the button. Hit it and head back to the crates to smash them and recover The Yellow Crystal. Go back to the canyon, descend, and head through the plain door. Jump on the elephant's back and he'll charge around at high speed. Leap off onto the high platforms at the end of the cave and hit the button on the crumbling platform. Jump back on the cute elephant and leap onto the new platforms to smash the crates to recover the final Crystal and Gobbo. Head back across the rotating platforms to the bonus area to finish this tough level.

▼ When you jump onto the elephant's back, he'll charge around the place at high speed.



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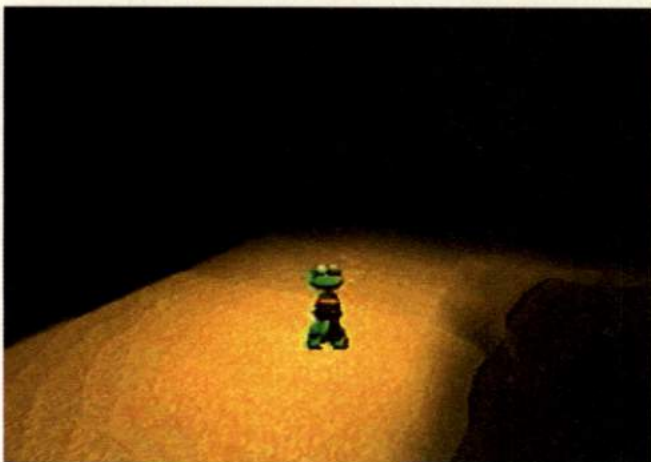
LEVEL 3.2

MUD PIT MANIA

Climb the mesh platform, deck the mummy, and recover the Red Crystal from the box. Cross the underside of the mesh and collect the Crystals before proceeding down the well. Turn around when you emerge and go to the mesh; cross this and the stretch platforms to rescue a Gobbo. Return to the well and turn right. Follow the platforms around until you find another well. Don't go through this – instead keep going and climb the two boxes you find to get on top of the mesh. When you collect the Extra Life at the end of the mesh, turn right and jump on the crumbling platform to retrieve the Blue Crystal.

Head back to the well exit, smashing the two boxes on your way to free another Gobbo. Turn right and head down the island, turn right, avoid the whirlwind, and jump along the collapsing platforms to find another well. Enter this one and push the block to the mud pool. Scale the moving platforms to get the Key, then rescue the Gobbo from the cage and recover the Green Crystal.

▼ Oh mummy! You're going to need those bandages when I've finished with you.



Exit and return to the second well. Dive in to enter a water section. Swim past the electric barriers, kill the jellyfish, and collect the Purple Crystal. Go past the next electricity barrier and collect the Silver Key. Speed past the shark and rescue the Gobbos before collecting the extra Crystals and exiting. Go behind the pipe to get an Extra Life, then head towards the light. You'll have to do this next bit very fast as the Lamps you pick up have a very short life span. Cross the rotating platforms and head for the bonus door. The final Bonus Crystal is on the ledge nearest the door.

LEVEL 3.3

GOIN' UNDERGROUND

Head across the log rafts to the far right of the cave. Leap onto the ledge to the left, which takes you to the stack of crates. Jump off quickly and smash the boxes to get a Green Crystal and rescue

a Gobbo, then return to the start point. Cross the lava on the sinking platforms, then run around the corner and free a Gobbo from the crate. Hit the button and run to the lava pool to get the Red Crystal. Go through the door and turn left in order to enter a cave which has lethal moving platforms. Pick up the Yellow Crystal from the box on the right before heading across the platforms to recover the Gold Key.

Return to the starting cave and open the padlocked door. The next part is tricky: you have to press the button near the movable platform, then ride the platform and leap onto the buttons that appear before the alarm bells ring. If you miss one you will have to start again, so stay fast. Once you have done it, a moving platform will be activated, enabling you to reach the crate and rescue a Gobbo.

Leave through the right door and jump into the water. Defeat the Dantinis before they can launch fireballs at you, then get



LEVEL 3.B1

THE DEADLY TANK OF NEPTUNA

To turn this fish-faced mutha into sushi you need quick reflexes. Remain stationary and wait for him to lumber towards you: just as he attacks, dive swiftly out of the way. When he is standing there wondering where you have gone, rush in and send him tumbling with your tail. When you have hit him twice he will suddenly start attacking with deadly fireballs – they're difficult to avoid, so make sure you still have Crystals left when he does this. Hit him once more and this gilled goon will hassle you no more.



the Silver Key from the right side of the cave and the Purple Crystal from the left. Return through the exit to unlock the cage and press the button. Climb the platforms and push the button near the gong to rescue the Gobbo at the far end of the cave before exiting this stage.

LEVEL 3.4

SAND AND FREEDOM

Go forward and smash the first two boxes: the Red Crystal is in the one near the whirlwind. Cross the crumbling platforms to rescue the Gobbo, then return to the start point. Cross over to the cage and grab the balloon. This will take you to the Silver Key: collect it and get off the platform quickly. The second platform will rise, taking you back to the cage which you have to unlock to press the button. Cross the newly formed ledge to exit this section.

Cross the bottom of the mesh platform, collect the Green Crystal, then jump onto the cage to get on top of the mesh. Kill the finger-stomping Dantini and get the cage Key from the far end of the platform. Release the Gobbo then exit. Climb the platforms with the jellies and cross the hot mud. Pick up the Blue Crystal and the Gold Key from the left side of the cave. Return across the mud and grab the balloon: this will take you to the locked door which you should then exit by. Get the



Key and unlock the button before rescuing the Gobbo and leaving through the unlocked door.

Cross over to the red button and push it to activate a moving platform. Get on it to reach the box which you must climb to get to the two highest platforms and The Yellow Crystal. Jump back on the platform to smash the crate and free a Gobbo. Swiftly climb the crumbling platforms to reach the Silver Key (watch out for the platform dropping away, it's a killer). Leave through the right door and follow the desert path around to pick up the Purple Crystal. At the very end of the trail is the Gold Key. Return to the room with the locked door and unlock the cage to the button and climb the new platforms to rescue the Gobbo, then head for the padlocked door. When you've gone through it, cross the lava and use the mesh grill to get to the box containing a Gobbo, then exit through the bonus doors.

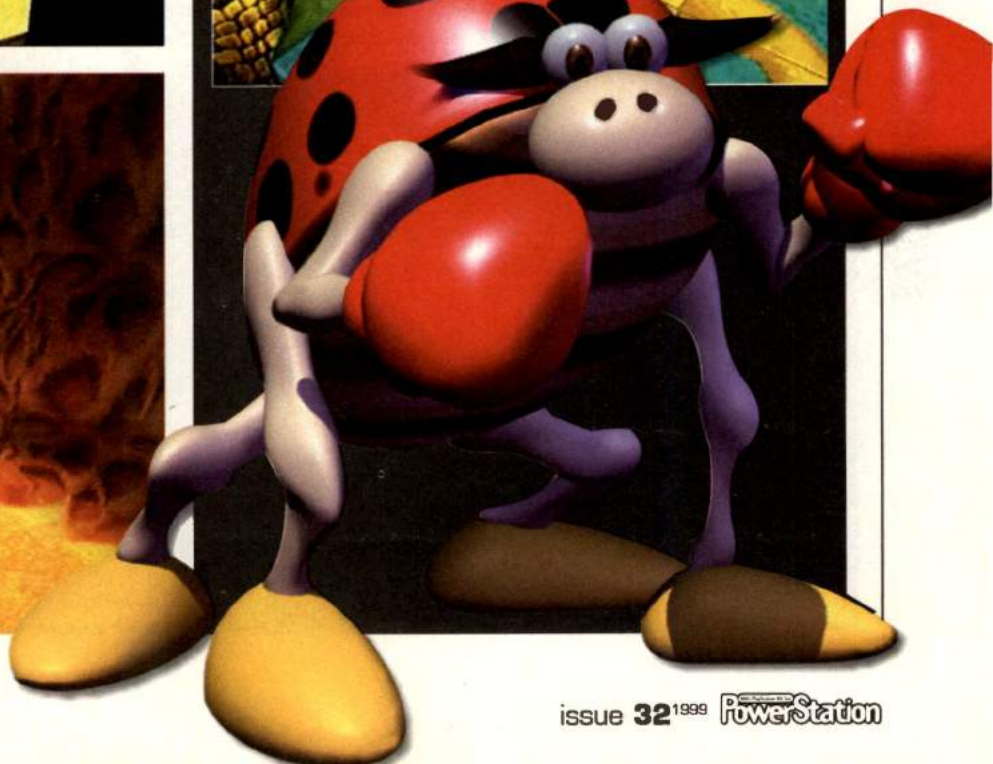


LEVEL 3.5

LEAP OF FAITH

Go to the first falling platform and stay on it. When you fall you will be transported to a bonus level containing Extra Lives. When you return to the start point, follow the path around, collecting Keys and Crystals. Go down the well you come to and keep walking along. Rescue the Gobbo from the cage before going down the well. Keep following the path round and collect the Green Crystal whilst stopping and starting to avoid the Dantinis' fireballs. Rescue the Gobbo from the cage before jumping down the well. Climb the boxes to cross the lava and jump off. Hit the button on the floor, then go back and smash the boxes to rescue a Gobbo and collect a large supply of Crystals. Leave the cave and cross the mesh to get to the button. Hit the button to enable you to get to the well which you should exit by once you have the Blue Crystal.

In the next section you will have to make your way across the rafts to the mesh: you'll need expert timing to do this. Rescue the Yellow Crystal and the Gobbo from the surrounding boxes as you leave this death-trap. Push the box you find towards the mud and use it to cross to the high platforms. Collect the Purple Crystal before heading for the final section. Cross the small platforms on the columns carefully. Hit the button to bring the moving platform towards you - watch out for the burning when doing this. Cross the rest of the columns and rescue the final Gobbo. The massive iron flails that bar your path swing slowly and are easy to avoid, so present no obstacle to completing this level.





PLATINUM

LEVEL 3.6

LIFE'S A BEACH

Head across to the platforms surrounding the caged Gobbo and collect all the Crystals there: one of them will be the Red Bonus Crystal. Exit this chamber via the door on the right and head to the back of the cave when you emerge. When you reach the red button, jump onto the platform to the left: the Crystal will turn into a Green Bonus Crystal to add to your collection.

Return to the button and jump on it, then scale the wall behind you. Kill the Dantini guarding the ledge quickly so that you have time to get on the platform before it returns to its starting position.

The moving platform will take you across to the three crates with the Silver Key on top. Collect the Key and smash the crates before leaving this cave.

When you are back in the main chamber, free the Gobbo from the cage and take the door on the left. Turn right as you enter the room to pick up the Gold Key, then quickly run over to the Dantinis and deal with them so that you can rescue the Gobbo from the crate at the far end unmolested.

When you return to the main chamber you can unlock the main door and head through: this is where things get tricky. Grab the Lamp in front of you and take the left-hand turn. You have to move fast on this next section as the Lamp doesn't last for long.

Clamber over the mesh grill, then drop onto the stretch platform. From here you should be able to see the next Lamp and Silver Key beside it: Grab the Key and the Lamp and speed back to the mesh grill, then keep going straight ahead. When you have crossed the deadly platforms, free the Gobbo in the cage and head through the door at the end of the cave.

▼ Watch out for the crumbling platforms. The key to open the Gobbo's cage is found elsewhere.



When you get outside, leap onto the mesh grill using the box. Follow the path round and collect the Gold Key. Head back to where you started and smash the boxes there to get the Yellow Crystal.

Go through the door and drop down the well to get back to the mesh grill in the main room. Grab onto the mesh and head left to where you got the Silver Key and continue round until you get to a locked door. Smash the box next to the locked door to get the Blue Crystal, then unlock the door and enter the next room. Cross the moving platforms carefully, grab the Silver Key, and rescue the Gobbo. Keep going and head to the end of the room to pick up the last Bonus Crystal from one of the two crates there.

Go through the doorway and head round the platforms until you reach a red button. Hit it and climb up the new platforms that appear, to get to the Gobbo and exit through the bonus door.

LEVEL 3.B2

CACTUS JACK'S RANCH

Quickly run as fast as you can away from the spines he shoots at you. When he has finished with his long-range antics, Jack will spin around the arena like a madman (kind of like someone who has played this level a lot). If he hits you, be sure to collect the Crystals you drop – you can replenish your Crystals by collecting the ones that are tucked away in the corners of the arena.

When Jack slows down, start moving towards him: after he stops he will be dizzy, so you can leap in and knock him senseless. Hit him three times and before you can say "Blazing Saddles" he will be no more, enabling you to continue with your rescue mission.



▲ Steer clear when Jack starts spinning.

CROCO PLATINUM

LEVEL 4.1

THE TOWER OF POWER

Getting up to the tower requires a lot of quick jumping. You have to head across the moving platforms quickly as most of them disintegrate beneath your feet. When you reach the doorway to the tower, turn round and walk off the ledge. This will take you to a secret area containing Extra Lives. Once you enter the tower itself, walk round the pillar to get to the red button. When pressed, the button resets the stack of boxes in the corner, so don't press it yet. You have to arrange the stack of boxes so that they form stairs to enable you to get to the top of the pillar and push the button there.

With the new platforms in place, cross over to the doorway and head through the door at the end, collecting the Bonus Crystal on the way.

Jump across the moving platforms to get to the stretch platform, then leap onto the bars and haul yourself across to the next platform.

Dodge the flying creature as you cross over to the pillar and pick up the Bonus Crystal. Now you can jump onto the moving platform and head through the door and into the next room.

Head up the ledges to the mesh platform, then use it to get onto the cogs. Head over to the moving platform and go to the mesh grill. Drop down onto the

cogs and cross over to the stairway. Climb up and smash the first box you see to get another Bonus Crystal.

Cross over and drop down onto the cogs below. Jump over to the moving platform and you will be taken to a door which you should then exit through. Jump upwards and onto the moving platform to get to the mesh grill. Keep going straight – don't worry about the blades as they are slow and easy to avoid. Leap onto the jelly you come to and grab the Purple Crystal that is on the ledge. Jump onto the moving platforms that are floating around, to get to the top of the chamber. When you get to the top you will be confronted by a ghoul: hit the left switch in front of him and leg it right to get to a box with a Gobbo in it. Return to the ghoul, press the centre button, and head back to where you rescued the Gobbo. Dodge the grim reaper that blocks your path and continue along until you get to another Gobbo. Return to the ghoul once more and press the last button. Head past the grim reaper as before and continue along to rescue the final Gobbo and exit through the bonus door.

LEVEL 4.2

HASSLE IN THE CASTLE

This level is quite easy if you maintain a good collection of Crystals as it consists mainly of 'cheap shot' death-traps.

Cross over the first and take him out before scaling the staircase. Follow the platforms round and collect the first Bonus Crystal from under the mesh platform. Cross the bottom of the mesh grill to get over to the moving platforms in the distance. When you get to the centre pillar, smash the crate there to rescue a Gobbo and head across the moving platforms to the exit.

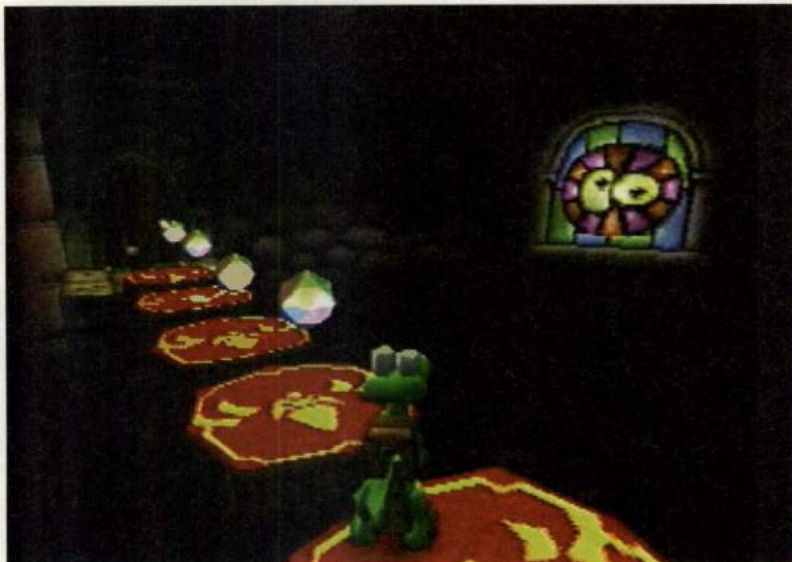
Once again, all you need to do is cross over to the central pillar to rescue the Gobbo. As you are used to the moving platforms by now, this should be no trouble at all.

When you enter the next room, leap across the platforms to get to the central pillar. Don't worry about dodging the spike balls – if you have some Crystals, just concentrate on getting across in one piece. Head for the exit, not forgetting to grab the Bonus Crystal on your way, and head to the next room.

The electrical beams in this room look formidable, but if you are stocked with Crystals you can just run through them with minimal hassle. Negotiate your way across the following gap using the moving platform and scale the staircase that you come to. When you get to the top, grab the three Crystals there to get another Bonus.

When you have gone through the door to the next section you will be faced with more of those scary lightning generators. As you should have plenty of Crystals you can just barrel on

▼ Jump via the moving platforms.





PLATINUM

through as before, picking up the Gobbos on your way. Head up the moving platform to the section exit and go through the door to proceed with your quest.

Walk across the wooden bridge, collect the Yellow Crystal on your way, and keep following the bridges round to get to the doorway. Rescue the Gobbos whilst you are on your way to the door and dodge the Dantini's deadly attacks before making a swift exit.

When you enter the last room, cross over to the cogs in the centre and smash the boxes there to obtain the last Bonus Crystal and free a Gobbos. Press the switch near the boxes and go back to the cog. Newly activated moving platforms are now the only thing barring your path to the exit.

LEVEL 4.3 DUNGEON OF DEFRICTION

As soon as you appear, your pathway is blocked by the grim reaper. To get past this malignant spook, you will need to run and jump to the side of him.

Once you enter the passageway, you will need to watch out for the statue's smashing hand that blocks your path. To avoid being squashed, stick to the side of the corridor.

In the main room lies a Gold Key. To get it, all you have to do is wait for the spider to descend before squashing him with a power jump. Collect the Gold Key and the surrounding Crystals as one of them is a Bonus Crystal, then go back to the start of the level and unlock the door there to continue.

► Squish the spider and nick his key and crystals, one of which is a bonus one.



▼ Push this dude over to the door, then jump up and down on the green bellows to inflate and burst him!



Track down the moving crate in the next room to rescue the Gobbos before proceeding to the next section.

This cave contains another moving box which must be smashed. Unfortunately this time it is guarded by a load of arachnids. You can deal with the spiders before attempting to rescue the Gobbos from the crate: they don't move too fast, so they are easy to track down and squish.

When you get to the next room you will find another pot game. Position the pot as you did in the previous levels and catch the Crystals that fall, to open the door at the end of the room.

A tile puzzle confronts Croc in this room. He must step on the purple tiles to destroy the grim reapers that enter through the doors. When this is done, Croc can enter the next section.

When you get to the next cave, push the fat bloke over to the door, then return to the green button. By stamping on the button you can gradually inflate the fat bloke and destroy the door.

All you have to do in the final section is collect all the Bonus Crystals, then stroll through the exit. Easy or what?

LEVEL 4.B1 FOSLEY'S FREAKY DONUT

The toughest part about this level is getting to the boss, as all the platforms you step on give way after two seconds. When you finally get to Fosley he will chuck dynamite at you – even if Croc gets out of the way, the dynamite will grow legs and run after him, so keep moving.

To drop Fosley down the well you will need to fire the dynamite back at him using the brown tiles with the monkey faces on. Wait until he has chucked a stick of dynamite, then get it to chase you onto the brown platform. Quickly jump off

LEVEL 4.4

BALLISTIC MEG'S FAIRWAY

When you emerge, start running: Meg will speed towards you, leaving a trail of fire in her wake, so stay to the side to avoid coming to any harm. Smash the boxes you come to so that you release the first Gobbos, and run to the red button at the end of the section. Activate the button to make the platform opposite safe for Croc to jump on, then cross over to it and grab the Bonus Crystal. Smash the two boxes opposite to free another Gobbos, then hitch a ride on the balloon next to you.

The balloon will take you down to the mesh grill at the bottom of this section, but you have move quickly as that sodding Meg is back for more. Collect the Crystals on your way across the bars until you come

the platform as the dynamite steps onto it, then it will be fired straight at the balloons holding Fosley. Once all three balloons have been burst, Fosley will disappear down the hole, never to be seen again.

LEVEL 4.5

SWIPE SWIFTLY'S WICKED RIDE

When you jump across to get the Red Crystal, the platform under it will start to descend rapidly. As the platform falls, you will be attacked from all sides by a nutter with a sword.

Stay in the middle of the platform and jump on his head when he comes close. After a dozen attacks, the platform will crash down, leaving you to escape from the wreckage.



to a fork in the grill. Collect the two Bonus Crystals from the right and centre paths before heading left to finish the section.

Make a run for the moving platform in the distance as that Meg is lurking around this section and is intent on causing Croc harm. Once you have made it across, leap over the cage to get to a stone platform. Break open the box here to get another Bonus Crystal. As you continue up the platforms, Meg will return to try and knock you off: wait until she pauses before making your way to the top ledge.

Eventually you will come to the Gold Key on one of the platforms. If you keep heading up, you will find the Key to the cage as well. After you have let the Gobbo loose, return through the door to

the previous section so that you can put the Gold Key to work.

Get back to the mesh grill and cross over to the locked door. Once you are through, you will wish you weren't. Cross the bottom of the mesh platform that you are facing and continue along until you get to the end. Look down and let go of the grill so that you land on the moving platform below, which will take you to another mesh grill that you have to cross. Repeat this procedure for the following sets of bars and you should pick up a Yellow Crystal on your way.

When you finally get to solid ground, you will be able to see the doorway to the final section. Smash the crate next to it before you exit to rescue another Gobbo.

Head across the platform, taking care to dodge Meg who keeps

speeding past, until you come to three boxes. Smash these to get the final Gobbo and Bonus Crystal.

It's only a short run from here to get to the exit door, but keep dodging that Meg!



When you have recovered your senses, smash the two boxes next to the door to rescue a Gobbo before exiting through it.

In the next section Croc is faced with an array of moving pillars in a room full of collectable objects. Once you have rescued the Gobbo from the crate ahead, you will need to hunt down that elusive Bonus Crystal. It is located near the many crumbling red platforms about and is quite difficult to get to, but when you have it, the platform you are standing on will drop. When the platform has stopped falling, a staircase will now be visible: use it to get to the end-of-section door.

Take a run and jump onto the moving central pillar and recover the Bonus Crystal lying there. Head left to find a box containing a Gobbo and break it open to rescue the little blighter, then simply walk through the door and into the next section.



When you emerge, continue along the platform until you get to another crate. Smash it open to reveal another Gobbo before heading off and to the left to collect the Bonus Crystal there.

The platforms in the next section move erratically, so time your passage carefully to get through unharmed. Collect all the Crystals on your way as one of them is a disguised Bonus Crystal. Watch out for the Dantini at the end of the cave as he is deadly accurate with the fireballs. Once you have got past this jaffa, you can just head straight to the bonus doors and complete the level.

LEVEL 4.6

PANIC AT PLATFORM PETE'S LAIR

To reach the doorway, you have to make your way over the spinning spiked platforms towards the door. The platforms spin when Pete strikes the ground with his hammer, so judge your jumps accordingly whilst picking up the Bonus Crystals on your way.

After you have exited that evil section you are faced with another more arduous room. The platforms that join the ledges periodically reverse to show their spiked sides, so you have to time your ascent carefully to reach the top alive. On your way to the door at the top of the ledge be sure to smash all the boxes to track down the elusive Bonus Crystal.

When you come through the door, jump onto the long rotating platform as it turns flat, then quickly leg it across. The platform will probably begin to turn again before you reach the end so you will have to leap off before it does so. The following platform should now be spike-free so run along it as

before and leap off as it begins to change. Repeat this method to make your way to the doorway opposite. There is a Bonus Crystal on the stable platform in the middle of the room, so grab it as you pass through.

In the next cavern, more rotating platforms bar your progress, but by now they shouldn't prove very difficult so just follow them up to the doorway.

This section is practically the same as the last so there should be no trouble getting to the top and leaving through the bonus doors.



◀ The spiked platforms reverse whenever Pete hits a button with his hammer.

▼ You've got to be quick up each series of platforms before Pete reverses them to spike you.





PLATINUM

LEVEL 4.B2

BARON DANTE'S FUNKY INFERNO

Tough? Who said he was tough? The Baron takes a grand total of nine hits before finally expiring. Every three hits he changes his attacking style so be wary. The key to defeating the baron is in maintaining your supply of Crystals as without them you are dead meat.

His first attack pattern consists of him taking swipes at you with his fist and pounding the floor. Leap clear when he takes a swipe at you and attack him when he is laughing.

After three hits he begins to charge at you. Stand near the wall and run to the side as he approaches: he'll then smash into the wall, allowing you to jump up and hit him.

After three more hits, the Baron starts to get really violent. He takes to the air and begins to bombard Croc with electrical projectiles. Run around the room, as you did when you were fighting Cactus Jack, until the Baron drops to the ground, then leg it to where he is standing and give him a tail lashing. Three hits will destroy him and you can enjoy the end sequence that you have worked long and hard for.



LEVEL 5.2

DIET BARRRR

As soon as the first snowball goes over your head, jump onto the rising platform and quickly over to the mesh platform to kill the Dantini. Drop down onto the moving platform below (grabbing Extra Life if possible) to be taken to the exit. Head out across the cogs and make your way toward the three boxes on the icy platform. Smash these to give you extra protection against the snowball-throwing Dantinis lying in wait on the far side. Floor the first one and hitch a lift on the balloon next to him. Do the same to the one guarding the next balloon and use it to reach the exit.

You now have to make your way across to the far door using the mesh grills and the ice platforms provided. The catch is that you're being shot at constantly whilst you are trying to negotiate these slippery surfaces.

When you eventually make your way through the door, you have to cross over the lava via the platforms. There are Dantinis shooting at you from both sides,



LEVEL 5.1

AND SO THE ADVENTURE RETURNS

After you have rescued all 144 Gobbos and collected the eight pieces of puzzle from the special levels after each boss, you get to assemble the puzzle and discover a new island to play.

As soon as you appear, two Dantinis will start pumping fireballs at you. As you have no Crystals at this point, you will soon be dead unless you run and smash the box in the corner. Armed with the Crystals, you can easily wipe the floor with those pesky Dantinis. When you have cleared them, grab

the Silver Key behind the grassy stump. Then smash open the well to enter it before the Dantinis reappear.

Unlock the cage next to you when you land and press the button to activate a hidden platform. Scale the platforms in front of you and collect the Extra Life. There is a Dantini guarding the door to the next section and spewing fireballs, so quickly leap onto his head to get through the door without injury.

Vanishing log platforms and fireball-assisted Dantinis must be braved-in the next section. The key to surviving long enough to get out of the door alive is in maintaining your Crystals shield, so be sure to pick up any you come across.

Grab the underside of the mesh and haul yourself along quickly to avoid having your fingers stamped on by the Dantini above. Get across the gap and grab onto the

mesh on the other side. There are many finger-stamping Dantinis on this platform, so move carefully between their stamping feet to prevent a falling-related death before you can get to the exit.

This section is easy compared with the last. All you have to do is make your way to the door on the far side to get to the gong. Once you have got through the door, you have to scale the cliff front to get to the gong itself. There are jaffas chucking fireballs at you whilst you attempt to do this, so stay on the move to reach the top without incident.



CROC

PLATINUM



but if you quickly leap on them between shots, they won't give you too much trouble. This stretch is long and hard, but if you keep dodging and stomping Dantinis, you should live long enough to get through the door at the end.

After the horror that was the previous section, this cavern is a cake walk. Just leap onto the arrow platforms and keep dodging the lava and Dantinis until you reach the doorway at the end.

LEVEL 5.3

TRIAL ON THE NILE

Head straight for the balloon and travel to the Gold Key, then fast-turn and quickly scale the platforms and head through the locked door.

Go to the corner by the ring of platforms and time your jump onto one, then quickly onto the Dantini in the middle – avoiding his fireball is tricky, but the best bet is to do the first jump high (hold X) onto the near edge of the moving platform, ie not too close to the Dantini. Jump over to the rock for the Crystal. Leap via the rising platform to another ring of platforms and drop the Dantini there. Once he is dealt with, make your way across to the long walkway and collect all the power-ups there, then head onto the last set of rotating platforms and chin the jaffa guarding them. Once the way ahead is clear, leap onto the second land mass and head down the well to the next section.

You will need to collect all the Lamps in this area to stand any chance. It is also a good idea not to stop to smash any boxes you find unless you are desperate for Crystals. Make your way to the door at the far side, taking care to leap off the crumbling platforms quickly, and leave this place of darkness.



When you emerge, take the left-hand trail and press the switch on the following platform. Keep going along this route and cross the platforms to get to the well and exit the section.

Take it easy in the next cavern – if you rush forward, the Dantini on the platform ahead will nail you with a fireball. To take him out, jump slowly towards him and leap his fireballs as he shoots. When he is reloading, leap on his head and close him down. Leap onto the mesh platform and pick up the Extra Life, then go back to the main platforms and cross to the end to get to the well.

This section is a real pain. Dantinis lurk in the darkness, ready to throw lethal fireballs at you before you can even see them. To finish this level, keep your finger poised over the jump button as you make your way to the exit.

LEVEL 5.4

CROC INTERACTIVE

Cross to the crumbling red platform and leap off again before it falls to the depths of the chasm below. Zigzag constantly to keep the Dantini's fireballs off your back, then leap onto the moving platform. The Dantinis will keep lobbing fireballs so keep jumping to avoid them. When you reach a set of red platforms, head up to the top of them to get to the drawbridge. When you have entered the main castle, you have to run continuously to get over the falling platforms to get to the door.

Once you have left that section far behind, you get to blow up another fat bloke: push him over to the door as you did last time, then pound that button till he blows.

Head along the stone walkway behind the door and continue around, leaping the fiery Dantinis that cross your path. It



shouldn't be too long before you are at the exit to this room as well.

Another set of moving platforms and fireball-lobbing Dantinis have to be passed in this section. Use the same tactics that got you through the last level to ensure your survival. Cross over the remaining platforms and you can easily get to the final level of this arduous game.

LEVEL 5.B

SECRET SENTINEL

If you thought the last battle was tough, think again. To defeat the Baron this time, you have to get all four gongs at the edge of the arena to vibrate in unison. Sounds easy doesn't it? Wrong. While you are trying to jump onto the small moving platforms to hastily ring the gongs before one of them stops, the Baron is cheerfully hitting you with fireballs. When you reach each gong, quickly ring it and hit the fast-turn button: this should line you up with the crystal platform behind you, but you'll still need to jump like a maniac to avoid the Baron's fireballs and get to the next gong in time.

Once you have got all the gongs ringing, the Baron will shatter and the game will finally end with Croc helping himself to the remains and rejoining his friends in Gobbo land. Hurrah!

▲ Ride this moving ledge, collecting the crystals, but be ready to jump up some more red platforms.

▼ You have to be quick to hit all four gongs in time to shatter the evil Baron.




PLATINUM

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THE COMPLETE SECRET CHARACTER GUIDE

Rumours of a third version of Sophitia (with three exclamation marks and no clothes) proved to be false – despite endless experimentation by the POWERSTATION team to try and reveal her! Never mind, here's how to unlock all the genuine secret characters.

Sophitia!

Not a particularly exciting new character by any means, but one nonetheless. This is basically Sophitia in a fetching micro-skirt and without her body armour. She doesn't have any new moves we've spotted, unfortunately. To play as her, you must battle through Edge Master mode with Sophitia and obtain her eighth weapon. Do this and then Sophitia! will appear on the character select screen in Arcade mode to the left of Hwang.



Sophitia!!

She's back wearing even less! Yes, Sophitia!! is just Sophitia in a flimsy swimsuit, nothing more, nothing less. To access the privilege of playing as her in Arcade mode, you've got to climb the vast mountain of collecting every weapon for every character in Edge Master mode. Not easy, we know, but worth it when you get a gander at her lovely polygon pins.



Han Myong

The original 'old git' is also a selectable character and is easy to find once you know how. First, Soul Edge must be available as a playable character – either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete the game with Hwang, then Seung Mina (there's no need to repeat for alternate endings). Han Myong should now be unlocked.



SKILL ACADEMY

How well do you really know the ins and outs of *Soul Blade*? There is a lot more to it than merely hacking and slaying. For example, we bet you didn't know about...

Float Combos

All characters have a Δ + Δ attack which sends the opponent into the air. If the attack is a 'counter' (struck while the opponent is attacking you), you have the option of attacking them with a variety of moves before they hit the ground. To inflict even more damage, you have time to add your ground attack at the end. Also, note that there are specific moves for each character which may permit float combos.

Soul Edge

This is perhaps the easiest character to find, and it can be done by completing the game in Arcade mode with every single character. There is an alternative method if you've got the patience: to play the game for 20 hours solid... hmmm, no thanks. It is far easier to go for the mass completion method. When you complete the game for the last time, you'll notice that the title screen design changes from the metallic blue background to a backdrop of the characters. Now go to the character select screen in Arcade mode and Soul Edge will have appeared between Mitsurugi and Siegfried. If you complete the game with Soul Edge, he even has his own ending – just the one, though.

Siegfried!

This is a slightly more exciting character. If you have watched Siegfried's normal ending whereby he gets possessed by the Soul Edge and transformed into a demon knight, you'll know that this is what he transforms into. To play as Siegfried! you must battle through the Edge Master mode using Siegfried and obtain his eighth weapon. If you are successful, Siegfried! will appear in Arcade mode to the left of Sophitia!

CLOSE-UP

In Edge Master mode it is possible to zoom in on the pages of the book by pressing the shoulder buttons. If you press L1 or R1 you'll get a close-up view of the top of each page, and R2 and L2 will give a close-up of the bottom of the pages.



GJAMIE: SOUL BLADE



SOUL BLADE



Weapon Defence Power

Each time an opponent strikes you with a special attack or combination of attacks which are blocked, you will lose weapon power. The power bar is situated under your health bar and is indicated by the sword. When the meter reads zero you'll lose your weapon and must then resort to unarmed combat to try and salvage the round – not easy. The bar replenishes some power after each round. This bar also represents your Critical Edge gauge. If you execute a Critical Edge, a third of your weapon power bar is drained instantly, so time them well so as not to waste them.

Guard Impact

The Guard Impact is $\Rightarrow + X$. If someone attacks you when the guard impact is active, you'll flash for a second and have time to counter the attack while your opponent recoils. It can be done at any time, so practise the timing when you're NOT being slaughtered.

Note: You cannot Guard Impact kicks.

Clash of Swords

When both fighters attack at the same time, it is likely that their two weapons will lock together in close combat. When this occurs, both fighters must battle to gain

the upper hand. To do this, players must constantly bash either the \square , \square or \triangle buttons repeatedly. These buttons represent the Paper-Stone-Scissors game, and whoever selects the superior button in this game will win the close fighting. Of course, it's simply a matter of luck. So whenever your weapons are locked, push any of the buttons below and hope for the best!

- \square – Paper (beats Stone)
- \square – Stone (beats Scissors)
- \triangle – Scissors (beats Paper)

Ending Stances

Each character has a total of six ending stances: four winning, two losing. The winning stances are activated depending on which button-related action was last used during the match – either \square , \triangle , or \square . The fourth is the unarmed stance. The two losing stances are only possible through a time-out. The armed stances differ, but losing by time-out while unarmed gives the same effect for all characters: they all lower their heads while standing, with their hands on their knees.

Critical Edges

Critical Edges are automatic four-hit combos which every fighter possesses by pressing \square , \triangle , and \square at the same time. In order to activate the Critical Edge, you must have sufficient weapon power which is used by the Critical Edge (33% approx). Critical Edge Extensions are movements made during a Critical Edge's four attacks in order to add an extra three to four hits to the auto combo, depending on the character.

Note: If your Critical Edge is Guard Impacted, you will lose 50% of your sword power rather than the usual 33%.

Unblockable And Critical Edge Cancelling

Both of these attacks can be cancelled by pressing the Guard Button (X). In addition, most characters can perform flash attacks after cancelling these moves. By cancelling and quickly following with \square and/or \triangle attacks, the weapon trail will follow while the Unblockable or Critical Edge power goes down.

Changing The Endings

Soul Edge in both arcade and on PlayStation has real time endings. You can change these endings while they are actually running by tapping directions and buttons rapidly. For example, Li Long will live, Mitsurugi will kill Tanegashima, Voldo will caress the Soul Edge so much it shatters, and so on. Please note that you can only change the endings when the picture goes full-screen; if it is letter-boxed then you're out of luck buddy!

Edge Master Mode

This is an additional option whereby your fighter embarks on a quest to gain more weapons. The weapons you collect can be saved to memory card and used in the normal Arcade mode and they possess all kinds of strange properties that can assist you in maiming and mutilating. You usually collect a new weapon after each bout, but getting the final weapon is slightly trickier. Each character has eight weapons in total – seven of which you collect up until the completion of the Edge Master mode with your selected character, and the final weapon which you must search for and find afterwards.

When you beat Soul Edge in Edge Master mode, the final weapon is located in an adjacent country to Spain. If you travel to that country and win, you'll receive the eighth weapon, if you lose, you'll see your character do a time over animation when you return to the map and the weapon will move to another adjacent location and you'll have to continue searching and fighting until you come to it. It's safe to assume that after beating Soul Edge, the eighth weapon will be residing in Italy, so travel back there, win the fight, and gain the weapon. If you lose, travel one space to the right and fight again, and so on. Whatever you do, don't stay in the same country fighting over and over again, because you'll never get it that way!

MOVES KEY:

- \square Weak Slash (horizontal)
- \triangle Strong Slash (vertical)
- \square Kick
- X Guard

- H . High attack (dodge by ducking)
- M . Medium attack (block standing)
- L . Low attack (dodge by hop or jump or block ducking)
- WS . Whilst Standing from crouch (down to neutral)

3D MOVEMENT

- Φ , Φ . Move towards the camera
- Φ , Φ . Move away from the camera

GROUND ATTACKS

- Tap Φ + \triangle Quick pounce
- Hold Φ + \triangle Long pounce
- X + \square or X + \triangle Basic throws (facing or behind)

REPLAY

- \square Zoom In
- \triangle Zoom Out
- Any direction Rotate Axis



RUMOUR MILL

You've got your five hidden fighters. But what about the niggly rumours that have been circulating on the Internet newsgroups since this game was released? Here are some of the best ones...

TANEGASHIMA

When you complete the game with Mitsurugi, you get to fight this unsavoury rifle-firing chap in first-person perspective. Many believe that there is a way to actually play as him. But quite how nobody seems to know. Strange that!

BANGOO

Clutching at straws time, some twerp reckons that there must be a way to play as Rock's chum because there is a voice actor listed in the credits. It couldn't possibly be because Bangoo has a speaking part in his ending then?

SOPHITIA!!!

This is one that we made up. Imagine it though, if she wears less and less with each exclamation mark, then Sophitia!!! must surely be wearing now!

Cross Dressing

Each character in Soul Blade has five different fighting costumes, here's how to access them all:

- Costume #1 – \square
- Costume #2 – X + \square
- Costume #3 – \square
- Costume #4 – \triangle
- Costume #5 – X + \triangle





PLATINUM

Edge Master Quest

Episode 1: Rock
Conditions: Beat Rock.
Weapon Received: Onimaru.

Episode 2: Taki
Conditions: Beat her within the time limit.
Weapon Received: Iron Slasher

Episode 3: Seung Mi Na
Conditions: Beat her using throws.
Weapon Received: None

Episode 4: Li Long
Conditions: Defeat him before the poison takes effect.
Weapon Received: Kojiro's Sword

Episode 5: Hwang
Conditions: Strike Hwang while in the air to defeat him.
Weapon Received: None.

Episode 6: Colosseum
Conditions: Beat everyone.
Weapon Received: Water Moon.

Episode 7: Siegfried
Conditions: Defeat the enemy within the time allowed.
Weapon Received: Two Handed Sword.

Episode 8: Voldo.
Conditions: Defeat him by using the Critical Edge.
Weapon Received: Falcus

Episode 9: Cervantes/Soul Edge
Conditions: Beat Them.
Weapon Received: None

Final Weapon: Muramasa.



AGE: 22
BORN: June 8
HEIGHT: 168cm
WEIGHT: 59kg
NATIONALITY: Japanese
BLOOD TYPE: AB
FAMILY: All deceased (natural causes)
WEAPON: Korefuji Mitsurugi
STYLE:

Moves

Samurai Slash - □ (H)
Samurai Slashes - □, □ (HH)
No Escape - □, □, □ (HHH)
Slice & Dice - □, □, ▽ + □ (HHL)
Wind Storm - □, □, △ (HHM)
Tiger Sweep - △ + □ (H)
Hard Slash - ⇨ + □ (M)
Hard Slash + Low Spin Slash - ⇨ + □, ▽ + □ (ML)
Hard Slash Blade Uppercut - ⇨ + □, △ (MM)
Hilt Gut-Strike - ▽ + □ (M)
Shin Slicer - ▽ + □ (L)
Low Spinning Slash - ▽ + □ (L)
Rising Spin Slash - WS + □ (M)
Rising Spin Slash, Low Spin Slash - WS + □, ▽ + □ (ML)

Rising Spin Slash, Blade Uppercut - WS + □, △ (MM)
Shoulder Cutter - △ (M)
V-Cutter - △, △ (MM)
Triangle Cutter - △, △, □ (MMH)
Wipe Out - △, △, □, △ (MMHM)
Sudden Wind - △, △, □, ▽ + □ (MMHL)
Wasp Stinger - ⇨ + △ (M)
Let It Roll - ⇨ + △ (M)
Drop Slash - ▽ + △ (M)
Thunder Strike - ⇨, ⇨ + △ (M)
Uppercut - ▽ + △ (M)
Rising Stab - WS + △ (M)
High Kick - ○ (H)
Side Kick - ▽ + ○ (M)
Charging Lance - ⇨ + ○ (M)
Wood Chopper - ⇨ + ○, △ (MM)
Coiling Snake - ▽ + ○ (L)
Leg Sweeper - ▽ + ○, △ (LM)
Steel Slicer - △ + □ (MM)
Phoenix Tail - ⇨, ⇨ + □ + △ (M)
Silent Step - ▽ ▽ ⇨
Step Swing, Low Slash - ⇨ + □, ▽ + □
Stepping Steel Slicer - ⇨ + □ + △

(MM)
Silent Stab - ⇨ + △ (M)
Stepping Kick - ⇨ + ○ (M)
Sliding Kick - Dash + ○ (L)
Rising Knee - WS + ○ (M)

Sea Of Madness - □ + X (Throw)
Hell Striker - △ + X (Throw)
Dirty Stab - △ + □ + X (Counter, With Weapon)
Life After Death - △ + □ + X (Counter, Without Weapon)
Final Strike - ▽ + △ (Strikes Downed Opponent)

Unblockable - ⇨ ▽ ▽ ▽ ⇨ + △
Critical Edge + Cross The Styx - □ + △ + ○, ⇨ ▽ ▽ ⇨ + △ + ○
Critical Edge + Ticket To Styx - □ + △ + ○, ⇨ ▽ ▽ ⇨ + □ + ○



Mitsurugi Ending V.I

Mitsurugi loses in battle to Tanegashima and goes into a subsequent sulk.



Mitsurugi Ending V.II

Mitsurugi is victorious in his battle and hacks Tanegashima in twain, well we can dream!



SOUL BLADE



AGE: 16
BORN: November 3
HEIGHT: 159cm
WEIGHT: 46kg
NATIONALITY: South Korean
BLOOD TYPE: A
FAMILY: Father (Seung Han Myong), Mother (dead)

WEAPON: Zanbatah
STYLE: Seung's long blade

Moves

Fly Flapper - □ (H)
 Triangle Flap - □, □ (HH)
 Fly Flipper Kick - □, ○ (HH)
 Sparrow's Rush - □, □, □ (HHH)
 Rising Sparrow - □, □, □, ○ (HHHM)
 Burning Sparrow - □, □, □, ♢ + ○ (HHHL)
 Lightning Sparrow - □, □, △ (HHM)
 Flashing Sparrow - □, □, ○ (HHH)
 Crazy See-Saw - □, ♢ + □ (HH)
 Bad Attitude - □, ♢ + □, □ (HHH)
 Dancing Souls - □, ♢ + □, □, ○ (HHHM)
 Sleeping Souls - □, ♢ + □, □, ♢ + ○ (HHHL)
 Breathtaker - ♢ + □ (M)

Xylophonist - ♢ + □, ○ (MH)
 Quick Low Slash - ♢ + □ (L)
 Spark Spin Slash - WS + □ (M)
 Spinning Sparrow - ♢ + □ (M)
 Trick Retreat Low Strike - ♢ + □ (L)
 Star Dancer - ♢ + □ + △ (M)
 Garden Plower - △ (M)
 Sheep Chaser - △, △ (MM)
 Meteor Shower - △, △, △ (MMM)
 Triple Wave - △, △, ♢ + □ (MML)
 Art Of Heaven - △, □ (MH)
 Art Of Earth - △, ♢ + □ (ML)
 Fire Dance - △, ○ (MH)
 Spear - ♢ + △ (M)
 High Tide - ♢ + △, △ (MM)
 Rip Tide - ♢ + △, □ (MM)
 Low Tide - ♢ + △, ♢ + □ (MML)
 Enchanted Spear - ♢ + △ (M)
 Glaive Drop - ♢ + △ (M)
 Skyscraper (hits downed opponent) - ♢ + △, ♢ + □ + △ (MM)
 Big Dipper - ♢ + △ (M)
 Glitter Big Dipper - WS + △ (M)
 Meteor Explosion - ♢ + △ + ○ (MM)
 High Kick - ○ (H)
 Middle Kick - ♢ + ○ (M)
 Spinning Kick - △ + ○ (H)
 Low Kick - ♢ + ○ (L)
 Sweeping Kick - ♢ + ○ (L)
 Rocket Launcher - ♢, ♢ + ○ (M)
 Moon Crusher - ♢, ♢ + ○, ○ (MM)
 Earth Crusher - ♢, ♢ + ○, ○, ○ (MMM)
 Sliding Kick - Dash + ○ (L)
 Starlight Explosion - □ + △ (M)
 Orion Express - □ + △, ♢ + □ (MH)
 Star Destroyer - □ + △, ♢ + □, △ (MHM)
 Baton Twirler - □ + △, □ + △ (MM)
 High Kick - ♢ + ○ (M)
 Vertical Kick - WS + ○ (M)
 Vane Kick - △, ♢ + ○ (MM)
 Rail Crusher - □ + × (Throw)
 Super Zonk - △ + × (Throw)
 Knee Crusher (hits downed opponent) - ♢ + ○
 Unblockable Killing Vault - ♢ + □ + △
 Critical Edge + Crystal Cyclone - □ + △ + ○, ♢ + □ + △



Edge Master Quest

Episode 1: Mitsurugi
 Conditions: Defeat the enemy within the time allowed.
 Weapon Received: None

Episode 2: Rock
 Conditions: Defeat the demon.
 Weapon Received: Tiger Fang

Episode 3: Taki
 Conditions: Defeat her within the time allowed.
 Weapon Received: Long Handled Sword.

Episode 4: Li Long
 Conditions: Use the throw technique to defeat him.
 Weapon Received: Nagamaki

Episode 5: Hwang
 Conditions: Disarm him.
 Weapon Received: None

Episode 6: Sophitia
 Conditions: Defeat him.
 Weapon Received: Halbard

Episode 7: Siegfried
 Conditions: Defeat him before the sun sets.
 Weapon Received: Morning Star

Episode 8: Voldo
 Conditions: Defeat him with what little strength you have left.
 Weapon Received: Sickled Spear

Episode 9: Cervantes/Soul Edge
 Conditions: Defeat the enemy.
 Weapon Received: None

Final Weapon: Spiked Mace

Seung Ending V.I

The young girl returns to a hostile father, and as punishment for not dodging his blade, she must practice her skill.



Seung Ending V.II

Impressed with her ability to dodge his blade, Han arranges for her to marry Hwang - only for her to leg-it!





PLATINUM

Edge Master Quest

Episode 1: Mitsurugi
Conditions: Defeat him.
Weapon Received: Grimblade

Episode 2: Sophitia
Conditions: Defeat all enemies.
Weapon Received: Atlas Sword

Episode 3: Colosseum
Conditions: Defeat all rivals.
Weapon Received: Flamberge

Episode 4: Rock
Conditions: Defeat Rock before you die from poison.
Weapon Received: None

Episode 5: Taki
Conditions: Defeat her before the time runs out.
Weapon Received: 7 Branch Sword

Episode 6: U Long
Conditions: Defeat him with throws.
Weapon Received: Hard Steel Blade

Episode 7: Voldo
Conditions: Defeat him with what little strength you have left.
Weapon Received: Claymore

Episode 8: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Soul Edge



Siegfried Schtauffen

AGE: 16
BORN: February 6
HEIGHT: 157cm
WEIGHT: 48kg
NATIONALITY: German
BLOOD TYPE: A
FAMILY: Both Dead
WEAPON: Faust
STYLE: Own styl.

Moves

Slash - □ (H)
Double Slash - □, □ (HH)
Spiral Attack - □, □, △ (HHM)
Eagle's Flap - □, ▽ + □ (HL)
Wheel Turner - ⇨ + □ (H)
Back Spin Slash - ⇨ + □ (H)
Low Slash - ▽ + □ (L)
Hard Gut-Slice - ✂ + □ (M)
Ankle Slice - ✂ + □ (L)
Royal Crash - △ (M)
Knight Crasher - △, △ (MM)
Brain Smasher - △, △, △ (MML)
Manslaughter - △, △, ○ (MMH)



Cross Cutter - △, ▽ + □ (ML)
Brainstormer - △, ○ (MM)

Drilling Horn - ⇨ + △ (M)
Cannonball Lifter - ✂ + △ (M)
Low Centre Slice - ▽ + △ (M)

Head-Butt - ⇨ + △ (H)
Double Head-Butt - ⇨ + △, □ (HH)
Triple Head-Butt - ⇨ + △, □, △ (HH)
OverKill - ✂ + △ (M)
Mortal Slaughter - ✂ + △, ⇨ + △ (M)
Invader - △, ⇨ + △ (M)
Blackmail - △, ⇨ + △, △ (ML)
Blade Uppercut - WS + △ (M)
High Kick - ○ (H)
Roundhouse - ⇨ + ○ (H)
Lancer - ✂ + ○ (M)
Double Lancers - ✂ + ○, ○ (ML)
Unicorn's Charge - ✂ +



○, ○, △ (MLM)
Low Kick - ▽ + ○ (L)
Edge Of Blade - WS + □ (M)
Spiral Blade - WS + □, □ (ML)
Rising Kick - WS + ○ (M)
Jump Kick - ⇨, ⇨ + ○ (H)
Sliding Kick - Dash + ○ (L)
Drop Kick - Dash + △ + ○ (H)
Spin Kick - □ + ○ (H)
Sledgehammer - ⇨, ⇨ + □ + △ (M)
Shoulder Charge - ⇨ + △ + ○ (M)

Brutal Smack - □ + X (Throw)
Hurricane Slash - △ + X (Throw)
Flapjack - ▽ + △ + X (Throw)
Stomping (hits downed opponent) - ✂ + ○, ○, ○, ○

Unblockable Earth Divide - ▽ ✂ ⇨ + △
Critical Edge + Command Of The Blade - □ + △ + ○, ⇨ ▽ + △ + ○

Siegfried Ending V.I

Entrapped by the power of the sword, Siegfried transforms into an evil knight.



Siegfried Ending V.II

The burly knight smashes the Soul Edge and traipses off to mourn his father.



SOUL BLADE PLATINUM



Rock

AGE: 35
BORN: December 14
HEIGHT: 175cm
WEIGHT: 81kg
NATIONALITY: American
BLOOD TYPE: Unknown
FAMILY: Unknown.
WEAPON: Battle Axe
STYLE: Own style.

Moves

Slash - □ (H)
 Double Slash - □, □ (HH)

Cut-To-Pieces - □, □, □ (HHH)
 Brutal Slash - □, △ (HHM)
 Bear Hunt - □, ○ (HH)
 Axe Gripper - ⇨ + □ (H)
 Axe Swings Down - ⇨ + □, □ (HH)
 Tidal Wave - ⇨ + □, □, □ (HHL)
 Demolition Strike - ⇨ + □, □, △ (HHM)
 Discus Thrower - ⇨ + □ (L)
 Spinning Gut Strike - ⇨ + □ (M)
 Low Swing - ⇨ + □ (L)
 Lumberjack - ⇨, ⇨ + □ (M)
 Tornado - ⇨, ⇨ + □, △ (MM)
 Spinning Gut Strike - WS + □ (M)
 Smash - △ (M)
 Rock Raver - △, △, △ (MM)
 Piston Attack - △, △, △ (MMM)
 Fly Swatter - △, □ (MH)
 Elephant Trunk - ⇨ + △ (M)
 Quakemaker - ⇨ + △ (M)
 Head-Butt - ⇨ + △ (M)
 Axe Ram - ⇨ + △ (M)



Battle Axe - ⇨, ⇨ + △ (M)
 Rising Stab - WS + △ (M)
 High Kick - ○ (H)
 Rock Climber - ⇨ + ○ (M)
 Low Kick - ⇨ + ○ (L)
 Middle Kick - ⇨ + ○ (M)
 Wild Slash - ⇨ + ○, □ (ML)
 Horizontal Sweep Kick - ⇨ + ○ (L)
 Wild Charge - ⇨, ⇨ + ○ (M)
 Thunder Clap - WS + ○ (M)
 Sliding Kick - Dash + ○ (L)
 Great Sky Splitter - ⇨ + □, △ (LM)
 Pouncer - ⇨ + □ + △ (M)
 Rock Thrower - □ + × (Throw)
 The Conqueror - △ + × (Throw)
 Falling Rock - ⇨ ⇨ ⇨ + △ + × (Throw)
 The Annihilator - ⇨ + □ + × (Throw)
 Down Kneel Kick (strikes downed opponent) - ⇨ + ○

Unblockable - ⇨ ⇨ ⇨ (quickly) + △ + ○
 Critical Edge + Devastator - □ + △ + ○, ⇨ ⇨ ⇨ ⇨ ⇨ + □ + ×
 Critical Edge + Rising UpperCut - □ + △ + ○, ⇨ + △ + ×

Edge Master Quest

Episode 1: Voldo
 Conditions: Defeat the enemy.
 Weapon Received: Stone Club

Episode 2: Mitsurugi, Taki
 Conditions: Beat them with throws.
 Weapon Received: Crescent Axe

Episode 3: Seung Mi Na, Hwang
 Conditions: Beat them with throws.
 Weapon Received: War Hammer

Episode 4: Colosseum
 Conditions: Defeat three opponents.
 Weapon Received: Twin Axe

Episode 5: Siegfried, Li Long
 Conditions: Beat them within the allotted time.
 Weapon Received: Cross Axe

Episode 6: Taki
 Conditions: Defeat her with what little energy you have left.
 Weapon Received: Double Tomahawk

Episode 7: Cervantes/Soul Edge
 Conditions: Defeat the enemy.
 Weapon Received: None

Final Weapon: Great Axe



Rock Ending V.I

Captivated by the blade, Rock chooses to retain its power and track down his missing parents, never to return.



Rock Ending V.II

Rock disposes of the Soul Edge and returns home to Bangoo, his adopted son. As you can see, the lad is glad!





PLATINUM

Edge Master Quest

Episode 1: Rock
Conditions: Beat him.
Weapon Received: Snake
Wind

Episode 2: Siegfried
Conditions: Defeat him in
the time allowed.
Weapon Received: Titan

Episode 3: Sophitia,
Seung Mi Na, Taki
Conditions: Defeat every
opponent.
Weapon Received:
Phoenix

Episode 4: Hwang
Conditions: Defeat him
with juggle combos.
Weapon Received: Steel
Dragon

Episode 5: Colosseum
Conditions: Defeat
everyone.
Weapon Received: White
Tiger

Episode 6: Voldo
Conditions: Defeat all who
enter.
Weapon Received: Asura

Episode 7:
Cervantes/Soul Edge
Conditions: Defeat the
enemy.
Weapon Received: None

Final Weapon: Twin
Thunder



AGE: 24
BORN: October 23
HEIGHT: 168cm
WEIGHT: 55kg
BLOOD TYPE: B
NATIONALITY: Chinese
FAMILY: Parents (dead),
Sister (Mimi),
Lover (Chie)
WEAPON: Falcon
STYLE: Matchless
Dragon

Moves

Art Of Snake - □ (H)
Twin Snakes - □, □ (HH)
Thunderstorm - □, □, □ (HHH)
Whipping - □, □, ↘ + □ (HHL)
Whiplash Kick - □, □, ○ (HHM)
Whiplash Low Kick - □, □, ↘ + ○ (HHL)
Whiplash Pain - □, □, ↘ + ○, △ (HHLM)
Hard Swipe - ↘ + □ (H)
Windstorm - ↘ + □, □ (HH)
Hurricane - ↘ + □, □, □ (HHH)
Viperlash Pain - ↘ + □, □, ↘ + ○, △ (HHLM)

Viperslash Swipe - ↘ + □, □, ↘ + □ (HHL)
Victim Of Snake - □, △ (HM)
Dragon's Beat - □, △, ○ (HMH)
Vipersnake - ↘ + □, △ (HM)
Dragon's Pain - ↘ + □, △, ○ (HMH)
Low Spinning Swipe - ↘ + □ (L)
Reverse Gut-Stab - ↘ + □ (M)
Rope Attacher - △ + □ (M)
Rope Skipper - ↘ + □ (L)
Double Stab - ↘ + □, ↘ + △ (LM)
Backhand Swipe - WS + □ (M)
Art Of Dragon - △ (M)
Twin Dragons - △, △ (MM)
Hailstorm - △, △, △ (MMM)
Sadistic Cross - △, □ (MH)
Drum Beat - △, ○ (MM)
Aiming Snake - ↘ + △ (H)
Snake Venom - ↘ + △, △ (HM)
Low Overhead Swipe - ↘ + △ (M)
Drum Solo - ↘ + △ (M)
Drum Roll - ↘ + △, △ (MM)
Drum Fire - ↘ + △, △, △ (MMM)
Dragon Attack - ↘ + △ (M)
Air Splitter - ↘ + △, □ (M-L)
Punisher Whip - ↘, ↘ + △ (M)
High Kick - ○ (H)
Twin Harpoon - ○, ○ (HM)
Harpoon Driller - ○, ↘ + ○ (HL)
Rising Dragon - ○, ↘ + □ (HL)
Striking Pose - ↘ + ○ (M)
Rising Kick - ↘, ↘ + ○ (H)
Monkey Magic - ↘ ↘ ↘ + △ (MM)
Turn Around - ↘ ↘ ↘
Dragon's Elbow - ↘ ↘ ↘, △ (M)
Dragon's Knuckle - ↘ ↘ ↘, △, ↘ + △ (MH)

Dragon Venom - WS + □ (M)
Hard Rising Stab - WS + △ (M)
Quick Uppercut - ↘ + △ (M)
Flipkick - WS + ○ (M)
Roundhouse Kick - ↘ + ○ (H)
Crab's Claw - Dash + ○ (L)
Crazy Windmill/Flash Destruction - □ + △ (MM)

Dangerous Driver - □ + × (Throw)
Hell's Throat - △ + × (Throw)
Dragon's Revenge - ↘, □ + × (Counter)
Stamping (only hits downed opponent) - ↘, ○

Unblockable - ↘ + △ + ○
Critical Edge + Fire & Brimstone - □ + △ + ○, ↘, ↘ + □ + △



Long Ending V.I

After defeating Soul Edge, Long is struck down by a sudden illness, never to return to his newborn baby.



Long Ending V.II

Still ill, Long hallucinates his beloved is before him, but it turns out to be a trick of the sword.



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PLATINUM

Edge Master Quest

Episode 1: Voldo
Conditions: Knock him out of the ring.
Weapon Received: Iron Fan

Episode 2: Mitsurugi
Conditions: Beat him before the time runs out.
Weapon Received: Mekkimaru.

Episode 3: Li Long
Conditions: Beat him with throws.
Weapon Received: None

Episode 4: Colosseum
Conditions: Gain victory over every opponent.
Weapon Received: Jutte

Episode 5: Sophitia
Conditions: Beat her with the Critical Edge.
Weapon Received: Gaea Sword

Episode 6: Siegfried
Conditions: Beat him before the tower collapses.
Weapon Received: Kunal)

Episode 7: Li Long
Conditions: Beat him before you die from poison.
Weapon Received: Engetsu

Episode 8: Rock
Conditions: Knock him out of the ring.
Weapon Received: None

Episode 9: Cervantes/Soul Edge
Conditions: Beat them.
Weapon Received: None

Final Weapon: Soul Edge



AGE: 22
BORN: Unknown
HEIGHT: 170cm
WEIGHT: 55kg
NATIONALITY: Japanese
BLOOD TYPE: A
FAMILY: All deceased
WEAPON: Rekkimaru
STYLE: Dream-slash sword

Moves

Silent Slash - □ (H)
Shadow Slash - □, □ (HH)
Dark Slash - □, □, □ (HHH)
Shadow Ripper - □, □, △ (HHM)
Purple Wind - □, □, ♢ + ○ (HHL)
Double Ripper - □, △ (HM)
Silent Wind - □, △, ○ (HMH)
Dark Wind - □, ○ (HH)
Tricky Slash - ♢ + □ (H)
Slash & Stab - ♢ + □, △ (HM)
Terrible Stab - ♢ + □, △, △ (HMM)
Lightning Spark - ♢ + □, △, △, △ (HMMM)
Ankle Slash - ♢ + □ (L)
Reaping Hook - ♢ + □ (L)
Winding Top - ♢, ♢ + □ (H)

Cross Slice - ♢ + □ (M)
Rising Jab - WS + □ (M)
Shoulder Cutter - △ (M)
V-Cutter - △, △ (MM)
Lightning Strike - △, △, △ (MMM)
Flash Of The Blade - △, △, □ (MMH)
Silent Storm - △, △, □, ○ (MMHH)
Stab - ♢ + △ (M)
Drive Slice - ♢ + △ (M)
Blade Uppercut - ♢ + △ (M)
Hell's Bells - △, □ (MH)
Upper Criss Cross - △, □, ○ (MHH)
Middle Criss Cross - △, □, ♢ + ○ (MHM)
Low Criss Cross - △, □, ♢ + ○ (MHL)
Blood & Bullets - △, ○ (MH)
Assassin's Strike - ♢, ♢ + △ (M)
High Kick - ○ (H)
Double Spinning Kick - ○, ○ (HH)
Shooting Star - ○, ○, ○ (HHH)
Hunting Shadow - ○, ○, ♢ + ○ (HHL)
Dark Shooter - ○, ○, □ (HHH)
Assassin's Kick - ♢ + ○ (M)
Assassin's Double Kick - ♢ + ○, ○ (MM)
Assassin's Triple Kick - ♢ + ○, ○, ○ (MMM)
Windmill Kick - ♢ + ○ (M)
Spinning High Kick - ♢ + ○ (H)
Stick Breaker - ♢ + ○ (L)
Great Loop - ♢ + ○, ○ (LM)
Roll The Bones - ♢ ♢ ♢
Death Spin - ♢ ♢ ♢ + △ (M)
Moon Orbiter - ♢ ♢ ♢ + △, ○ (MH)
Rolling Kick - ♢ ♢ ♢ + ○ (L)
Diminisher - WS



+ △ (M)
Handstand Kick - WS + ○ (M)
Leaping Hook - ♢ + △ (H)
Sliding Kick - Dash + ○ (L)
Deadly Roulette - □ + ○ (MM)
Forward Flip - ♢, ♢ + □ + △
Backflip - ♢
Suplex - □ + × (Throw)
Throat Slice - △ + × (Throw)
Triple Stomp - ♢ ♢ ♢ + △ + × (Throw)
Body Press (strikes downed opponent) - ♢ + ○

Critical Edge + Wind of Death - □ + △ + ○, ♢ ♢ ♢ + △
Unblockable (Haley's Comet) - ♢ ♢ ♢ ♢ ♢



Taki Ending V.I

After dodging the Soul Edge, Taki returns home to fix her weapon and do battle with the wicked spirits.



Taki Ending V.II

After trapping the Soul Edge, Taki takes it back to her shrine and adapts it into a new, more powerful weapon.



SOUL BLADE PLATINUM



AGE: 18
BORN: March 12
HEIGHT: 168cm
WEIGHT: Secret
BLOOD TYPE: B
NATIONALITY: Greek
FAMILY: Father (Ataros), Mother (Nieke), Sister (Kathandra), Brother (Ruches)
WEAPON: Omega Sword
STYLE: Athena

Moves

First Strike - □ (H)
 Second Strike - □, □ (HH)
 Final Strike - □, □, □ (HHH)
 Silent Shadow - □, □, □ + □ (HHL)
 Silent Dancer - □, □, □, □ (HHHM)
 Silent Screamer - □, □, □, △ (HHM)
 Angel's Punishment - □, □, □, ○ (HHM)
 Silent Rage - □, □, □ + ○ (HHL)
 Low Swipe - □ + □ (L)
 Rising Gut Slash (stuns) - WS + □ (M)
 Slasher - △ (M)
 V-Slasher - △, △ (MM)
 The Conductor - △, △, △ (MMM)

Justice Of The Peace

- △, △, □ (MMH)
 Holy Slash - △, △, □ + □ (MML)
 Holy Comet - △, △, □ + ○ (MML)
 Holy Strike - △, △, □, △ (MMHM)
 Maiden Strike - □ + △ (M)
 Angel Uppercut - □ + △ (M)
 Angel Arrow - □ + □ (H)
 Angel Hunt - □ + □ (M)
 Moon Eclipse - □ + △ (M)
 Sunrise Slice - □ + △ (M)
 Blade Uppercut - WS + △ (M)
 High Kick - ○ (H)
 Holy Horns - ○, ○ (HM)
 Kaleidoscope Kick - ○, ○, □ + ○ (HML)
 Paradise Kick - ○, ○, □ + ○, □ + ○ (HMLM)
 Holy Kick - □ + ○ (H)
 Moon Flip - □ + ○ (L)
 Low Kick - □ + ○ (L)
 White Flash - □ + ○ (M)
 Angel's Spiral - □ + ○, □ (ML)
 Angel's Dive - □ + ○, △ (MM)
 Angel's Flip - □ + ○, ○ (MM)
 Silent Step - □ + □ + □ (M)
 Angel Strike - □ + □ + □ + △ (M)
 Holy Step - □ + □ + □ (M)
 Athens Upper - □ + □ + □ + △ (M)



Heaven's Calling - □ + □ + □ (M)
 Holy Arrow (crouching Forward) - □, □ (L)
 Shield Of Justice (crouching Forward) - □, △ (L)
 Sliding Kick - Dash + ○ (L)
 Overhead Flip-Kick - WS + ○ (M)
 Sunshine Flip - □ + ○ (H)
 Widow Maker - □ + X (Throw)
 Angel's Heaven - △ + X (Throw)
 Heaven To Hell - △ + X, □ + △ + ○ (Throw)
 Returning Madness - △, □ + X (Counter)
 Nightmare Stab (hits downed opponent) - □, △, △, △, △
 Unblockable - □ + □ + □ + △ + ○, □ + □ + □ + △ + X
 Critical Edge + Soul Asylum - □ + △ + ○, □ + □ + □ + △ + X
 Critical Edge + Asylum on Fire - □ + △ + ○, □ + □ + □ + △ + X, □

Edge Master Quest

Episode 1: Simulacrum
 Sophitia
 Conditions: Defeat Her.
 Weapon Received: None

Episode 2: Rock
 Conditions: Knock him out of the ring.
 Weapon Received: Gaea Sword

Episode 3: Voldo
 Conditions: Defeat him quickly, his life recovers steadily.
 Weapon Received: Sword Breaker

Episode 4: Seung Mi Na
 Conditions: Survive her attack within the time limit.
 Weapon Received: None

Episode 5: Taki
 Conditions: Beat her with strength you have left.
 Weapon Received: Fire Blade

Episode 6: Colosseum
 Conditions: Beat all three fighters.
 Weapon Received: Blue Crystal Rod

Episode 7: Taki
 Conditions: You are poisoned, defeat her before you die.
 Weapon Received: Rapier

Episode 8: Siegfried
 Conditions: Defeat him with throws.
 Weapon Received: Apollo Sword

Episode 9: Cervantes/Soul Edge
 Conditions: Defeat the enemy.
 Weapon Received: None

Final Weapon: Valkyrie

Sophitia Ending V.I

Confronted by the gods, Sophitia learns of the fate of her enemies and goes for a stroll.



Sophitia Ending V.II

Like before, only this time she goes for a bathe, only to be spied on by kinky gods.





PLATINUM

Edge Master Quest

Episode 1: Mitsurugi
Conditions: Defeat him within the time allowed.
Weapon Received: Nippon Blade

Episode 2: Seung Han Myong
Conditions: Stay alive until the time runs out.
Weapon Received: Mountain Breaker

Episode 3: Li Long
Conditions: Defeat him with throws before the poison spreads.
Weapon Received: Thunderous Fire

Episode 4: Seung Mi Na
Conditions: Break her weapon.
Weapon Received: None

Episode 5: Colosseum
Conditions: Defeat the four fighters in a row.
Weapon Received: Falchion

Episode 6: Sophitia
Conditions: Defeat all-comers with juggle combos.
Weapon Received: Sword of Dawn.

Episode 7: Voldo
Conditions: Defeat the enemy.
Weapon Received: Midas Blade

Episode 8: Cervantes/Soul Edge
Conditions: Defeat the enemy.
Weapon Received: None

Final Weapon: Phantom



Hwang Seung Kyung

AGE: 25
BORN: December 14
HEIGHT: 171cm
WEIGHT: 60kg
BLOOD TYPE: AB
NATIONALITY: Korean
FAMILY: Parents (dead), Master (Seung Han Myong)
WEAPON: Longsword
STYLE: Seung's Long Blade

Moves

Samurai Slash - □ (H)
Samurai Slashes - □, □ (HH)
No Escape - □, □, □ (HHH)
Slice & Dice - □, □, ▽ + □ (HHL)
Wind Storm - □, □, △ (HHM)
Quick High Slash - ⇒ + □ (H)
Double Death - ▽ + □, △ (MH)
Division Slice - ▽ + □ (L)
X Slice - ▽ + □, □ (LH)
Triple Death - ▽ + □, □, △ (LHM)
Tiger Sweep - ⇐ + □ (H)

Shin Slicer - ▽ + □ (L)
Low Splits-Slash - ▽ + □ (L)
Gut Slash - WS + □ (H)
Gut High Slash, Overhead Slash - WS + □, △ (HM)
Shoulder Cutter - △ (M)
V-Cutter - △, △ (MM)
Triangle Cutter - △, △, □ (MMH)
Wipe Out - △, △, □, △ (MMHM)
Sudden Wind - △, △, □, ▽ + □ (MMHL)
Wasp Stinger - ⇒ + △ (M)
Let it Roll - ⇐ + △ (M)
Splits & Sword Slam - ▽ + △ (M)
Thunder Strike - ⇒, ⇒ + △ (M)

Rising Blade
Uppercut - ▽ + △ (M)
Windmill - WS + △ (M)
High Kick - ○ (H)
Twin Harpoon - ○, ○ (HM)
Roundhouse - ⇐ + ○ (H)
Striking Pose - ▽ + ○ (M)
Sweep Kick - ▽ + ○ (L)
Spinning Low Kick - ▽ + ○ (L)
Coiling Snake - ▽ + ○, △ (LM)
Rocket Launcher - ⇒, ⇒ + ○ (M)
Moon Crusher - ⇒, ⇒ + ○, ○ (MM)
Earth Crusher - ⇒, ⇒ + ○, ○, ○ (MMM)
Vane Kick - ⇐, ⇒ + ○



Spin Kick - ⇒ + ○ (H)
Rising Kick - WS + ○ (M)
Steel Slicer - □ + △ (MM)
Phoenix Tail - ⇒, ⇒ + □ + △ (M)
Silent Step - ▽ ▽ ⇒
Stepping Stab - ⇒ (quickly) + □ (M)
Forward Attack - ⇒ (quickly) + □, △ (MM)
Stepping Kick(s) - ⇒ (quickly) + ○ (M)
Silent Stab - ▽ ▽ ⇒ + △ (M)
Sliding Kick - Dash + ○ (L)

Sea Of Madness - □ + X (Throw)
Hell Striker - △ + X (Throw)
Samurai Stomp (strikes downed opponent) - ▽ + ○

Unblockable - ⇐ + △ + ○
Critical Edge + Steel Explosion - □ + △ + ○, ⇐ ▽ ▽ ⇒ + △ + ○



Hwang Ending V.I

Hwang becomes possessed by the sword and returns home to spread its evil wrath.



Hwang Ending V.II

After disposing of the sword, Hwang returns home to an offer of inheriting Han's school, but he turns it down.



SOUL BLADE



Voldo

AGE: 43
BORN: August 23
HEIGHT: 183cm
WEIGHT: 79kg
NATIONALITY: Italian
BLOOD TYPE: A
FAMILY: All deceased.
WEAPON: Katar
STYLE: Freestyle

Moves

Shears - □ (H)
 Shears Clap - □, □ (HH)
 Mutilator - □, □, △ (HHM)
 Life Stealer - □, △ (HM)
 Dark Shredder - □, △, □ (HMM)
 Black Masquerade - □, ♢ + △ (HL)
 Cutting Fire - ♢ + □ (H)
 Blind Blade - ♚ + □ (M)
 Orbiting Moon - ♢ + □ (M)
 Katar Jab - WS + □ (M)
 Blind Spin - ♢ + □, □ (HH)
 Meat Stabber - ♢ + □ (L)
 Meat Driller - ♢ + □, □ (LL)
 Rat Chase - ♢ + □, □, □ (LLL)
 Rat Chase & Kick - ♢ + □, □, □, □ (LLLL)
 Meat Driller & Kick - ♢ + □, □ (LH)

Shooting Blade - △ (M)
 Double Blade - △, △ (MM)
 Triple Blade (counterhit) - △, △, △ (MMM)
 Killer Blade (counterhit) - △, △, △, △ (MMMM)
 Killer X (counterhit) - △, △, △, △, △ (MMMMM)
 Witch Hunt - ♢ + △ (H)

Blade Uppercut - ♚ + △ (M)
 Total Eclipse - ♢ + △ (M)
 Heaven's Swing - ♢ + △ (M)
 Power Slave - ♢ + △, △ (MM)
 Demon Elbow - ♢, ♢ + △ (M)
 Demon's Swing - WS + △ (M)
 High Kick - ○ (H)
 Straight Kick - ○, ○ (M)
 Donkey Kick - ♚ + ○ (M)
 Lift Up Kick - ♢ + ○ (M)
 Low Kick - ♢ + ○ (L)
 Praying Mantis - □ + △ (M)
 Body Clap - △ + □ + △ (M)
 Evil Bow - ♢ + □ + △ (L)
 Tiger Leap - ♢ ♚ + □ + △ (M)
 Leg Trap - ♢, ♢ + □ + △ (M)
 Kaleidoscope Of Pain - ♢, ♢ + △, ○ (MM)
 Monkey Flip - ♢, ♢ + □ + △ + X (M)
 Psycho Spin - ♢, ♢ + □ + △ + X, ○ (MM)
 Deadly Rose - □ + ○ (HH)
 Wheel Of Agony (reversed) - □ + X (L)



Wheel Of Fire (reversed) - □ + X, ♢ + △ (L)

Lunar Drive - ♚, □ + △ (H)

Puppet Master (reversed & crouching) - ♢, □ + △ (L)
 Rising Spin Kick - WS + ○ (M)

Reverse Kick - ♢, ♢ + ○ (M)

Centre Kick - ♚ + ○ (M)

Sliding Hook - Dash + □ (L)

Sliding Dive - Dash + ○ (L)

Spinner - □ + X (Throw)

Centipede - △ + X (Throw)

Meat Grinder - ♢ ♚ ♢ + △ + X (Throw)

Grave Digger (strikes downed opponent) - ♚ + □, □, □

Turn Around - ♢ ♢ ♢

Unblockable - ♢ ♚ ♢ + □

Critical Edge + House Of Pain - □ + △ + ○, ♢, ♢ + □ + △



Edge Master Quest

Episode 1: Sophitia
 Conditions: Beat her.
 Weapon Received: Full Moon

Episode 2: Hwang
 Conditions: Defeat him with juggle combos.
 Weapon Received: None

Episode 3: Siegfried
 Conditions: Beat him within the time allowed.
 Weapon Received: Iron Claw

Episode 4: Cervantes
 Conditions: Survive his attack within the time limit.
 Weapon Received: None

Episode 5: Rock
 Conditions: Knock him out of the ring.
 Weapon Received: None

Episode 6: Mitsurugi
 Conditions: Beat him within the time limit.
 Weapon Received: Guillotine

Episode 7: Li Long
 Conditions: Beat him before the poison spreads.
 Weapon Received: Poison Arrow

Episode 8: Colosseum
 Conditions: Beat all enemies.
 Weapon Received: Buffalo Horn

Episode 9: Taki
 Conditions: Defeat her with your small amount of life.
 Weapon Received: Pata

Episode 10: Cervantes/Soul Edge
 Conditions: defeat the enemy.
 Weapon Received: None

Final Weapon: Soul Edge

Voldo Ending V.I

Voldo returns to Signor Vercchi's pit, making his master's spirit very happy. Now Voldo must keep guard, for ever.



Voldo Ending V.II

After returning with the Soul Edge, Voldo caresses it to such an extent that it shatters. Gutted isn't the word!





PLATINUM

Edge Master Quest

Episode 1: Bogus Cervantes
Conditions: Tear this imposter apart.
Weapon Received: Main Gauche

Episode 2: Sophitia
Conditions: Crush all enemies.
Weapon Received: Defender

Episode 3: Hwang, Seung Mi Na
Conditions: Beat them.
Weapon Received: Jirotoh

Episode 4: Rock
Conditions: Knock him out of the ring.
Weapon Received: Katana

Episode 5: Li Long
Conditions: Defeat him with throws.
Weapon Received: Three Bladed Edge

Episode 6: Siegfried
Conditions: Beat him within the time limit.
Weapon Received: Heavy Lance

Episode 7: Voldo
Conditions: Defeat him with juggle combos.
Weapon Received: Serpent's Tongue

Episode 8: Various Fighters
Conditions: Defeat everyone.
Weapon Received: None

Episode 9: Soul Edge
Conditions: Defeat the spirit before all your life is drained away.
Weapon Received: None

Final Weapon: None



AGE: 48
BORN: January 1
HEIGHT: 177cm
WEIGHT: 80kg
NATIONALITY: Spanish
BLOOD TYPE: O
FAMILY: The "brethren of the sea" are his family now!
WEAPON: Soul Edge
STYLE: Possessed

Moves

Quick Slash - \Rightarrow + \square (H)
Throat Cutter - \square (H)
Throat Blender - \square , \square (HH)
Edge Fury - \square , \square , \square (HHH)
Edge Cleaner - \square , \square , \diamond + \square (HHL)
Edge Divide - \square , \square , \triangle (HHH)
Quick Low Slash - \diamond + \square (L)
Low Spin Slash - \diamond + \square (L)
Switchblade - \diamond + \square (L)
Two Sword Slash - \square + \triangle (H)
Death From Above - \Rightarrow + \square + \triangle (M)
Death From Below - \diamond + \square + \triangle (L)
Face Divide - \triangle (M)
Body Divide - \triangle , \triangle (MM)
Blade Divide - \triangle , \triangle , \triangle (HHH)



Blade Sweep - \triangle , \triangle , \diamond + \square (HHL)
Great Divide - \Rightarrow + \triangle , \triangle , \triangle MHH)
Jolly Roger - \Rightarrow , \Rightarrow + \square + \triangle (H)
Pirate Horn - \Rightarrow , \Rightarrow + \triangle (M)
Brain Smasher - \Rightarrow + \triangle (M)
Dragon's Edge - \Rightarrow \diamond \diamond + \triangle (MM)
Set Sail - \Rightarrow + \triangle (MM)
Wind In Sail - \Rightarrow \diamond \diamond + \triangle (MM)
Pinpoint - \diamond + \triangle (L)
Continental Shift - \diamond + \triangle (M)
Galley Drop - \Rightarrow , \Rightarrow + \triangle + \square (M)
Jump Kick - \Rightarrow , \Rightarrow + \square (H)
Monolith - WS + \square (M)
Windmill - \Rightarrow , \Rightarrow + \triangle (ML)
Torpedo Edge - \Rightarrow \diamond \diamond \diamond + \triangle (MM)
RoundHouse - \square (H)
Monkey Kick - \square , \diamond + \square (HM)
Far East Kick - \square , \Rightarrow + \square (HH)
Forward Kick - \Rightarrow + \square (H)
Low Kick - \diamond + \square (L)
Le Boot - \diamond + \square (M)
Sweep - \diamond + \square (L)
Rear Kick - WS + \square (M)
Ankle Chain - \diamond + \square + \square (L)
Slide - Dash + \square (L)

Shoulder Blades - \square + X (Throw)
Grand Slam Soul Edge - \triangle + X (Throw)

Critical Edge + Shadow Hunter - \square + \triangle + \square , \Rightarrow \diamond \diamond + \triangle + \square
Unblockable - \diamond + \square + \triangle

Alternate Endings

All the commands must be entered when the screen returns to its full size during the end sequence.

Voldo

To get him to break Soul Edge and be totally gutted, repeatedly press \diamond , \diamond whilst he is rubbing the sword on his cheek.

Mitsurugi

When facing Tanegashima the rifle man, step off line by pressing \Rightarrow or \Leftarrow , then run forwards and use a \square slash to kill him before he reloads.

Rock

When Rock's flash back has finished and he is standing in front of Soul Edge, press \triangle and he will return to America to be with Bangoo.

Taki

Pressing X when Soul Edge flies towards her will allow Taki to capture the blades for her own use

Sophitia

As Sophitia walks off through the woods, press \Rightarrow to send her to pool so you can see her wash.

Siegfried

Whilst he is standing in front of Soul Edge, press \triangle to get him to destroy the blade and return home to begin his penance.

Li Long

When Long falls to his knees, tapping \square and \triangle rapidly will get him the strength to stand so that he can return to his wife.

Seung Mina

As her father raises his sword, press \diamond , then \diamond to dodge the blow. Mina will then do a runner from the family home on her wedding night.

Hwang

Press \square when Hwang reaches for Soul Edge, then when he returns to Korea he will receive a hero's welcome.

Cervantes

By pressing \triangle when the final battle is over, Cervantes will nobly take his own life to prevent the evil of the sword spreading.

Final Weapon

Once you have completed Edge Master mode with a character, you won't get the last weapon in their collection - you will have to search the map for it. When the end text has finished, go back to the map screen and select 'move' from the options and you'll move to where your final weapon is located. If you fail to complete the challenge on this location, the weapon will move again: keep choosing 'move' from the options until you complete a challenge first time and the final weapon will be yours.

Cervantes Ending V.I

The evil pirate uses the sword to make an army of evil, then sets off to make hell on earth.



Cervantes Ending V.II

Consumed with guilt, Cervantes destroys the Soul Edge and then himself. A noble deed.





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GUIDE



1 TO 4 PLAYERS



MEMORY CARD (1)



ANALOG CONTROLLER



DUAL SHOCK



OPTIONAL CONTROLLERS (JOGCON/WHEEL)

RA-RIDGE RACER TYPE 4

Got a flat tyre? Steering wheel not steering? Always **bumping into barriers and walls?** Well, the **top-gear drivers** at **PowerStation** have knocked together an **essential guide** to Namco's **superb sequel**.

Publisher: **Namco**
Price: **£59.99**
Format: **Japan**

GRAND PRIX

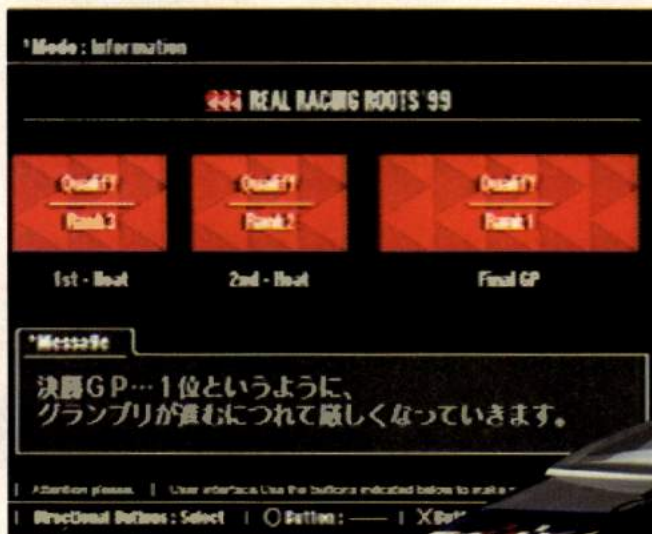
You will have already noticed that there are literally hundreds of cars hidden within the recesses of that lovely yellow CD – hidden very well in fact. But as you may or may not have figured out by now, the cars awarded to you depend on your performance throughout the GP season.

As you progress throughout each of the eight stages, your finishing position is taken into account when it's time for you to receive a new car. So to clarify just what you have to do to receive these cars, we've compiled a table with the heat, finishing position, and car number (that are located within the garage) that you can receive.



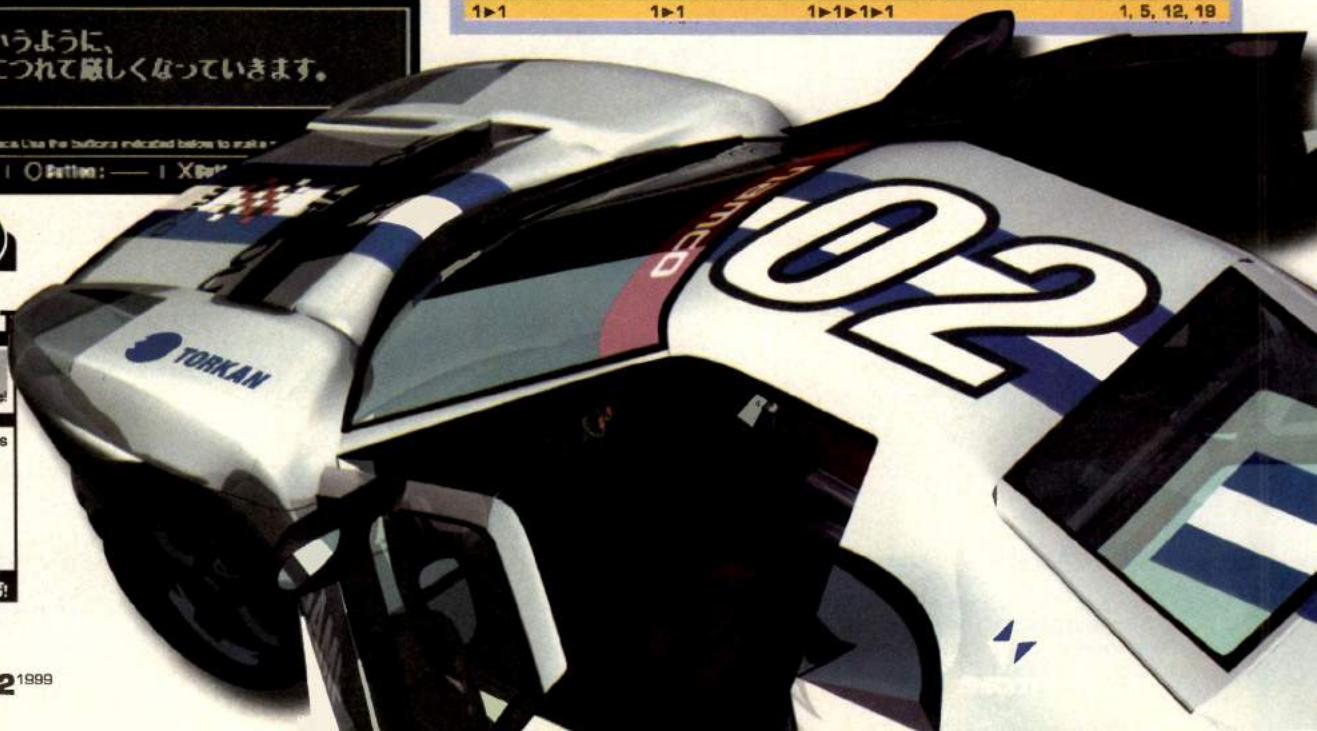
Note: Subsequent completions of the Grand Prix season will add 1–3 additional cars to your already bulging garage. This also means that you have to complete the GP season seven times, both for each team and manufacturer.

▼ The Real Racing Roots '99 layout is explained before a new Grand Prix.



GP STRUCTURE TO ALL 320 CARS

1ST - HEAT	2ND - HEAT	FINAL GP	CAR NUMBER (STAGE 1-4)
R1▶R2	R3▶R4	R5▶R6▶R7▶R8	
3▶3	2▶2	1▶1▶1▶1	1, 2, 6, 13
3▶3	2▶1	1▶1▶1▶1	1, 2, 8, 15
3▶3	1▶1	1▶1▶1▶1	1, 2, 9, 16
2▶2	2▶2	1▶1▶1▶1	1, 3, 7, 14
2▶2	1▶1	1▶1▶1▶1	1, 3, 10, 17
2▶1	1▶1	1▶1▶1▶1	1, 4, 11, 18
1▶1	1▶1	1▶1▶1▶1	1, 5, 12, 19



RIDGE RACER TYPE 4

GUIDE



TIME ATTACK

The Time Attack mode enables you to set record times, test out the various cars within your garage, and even play the tracks in reverse. To begin with, only four tracks are available: Helter Skelter, Wonderhill, Edge Of The Earth, and Out Of Blue. Once you have won a GP season (any team, any manufacturer) you will open up the other four tracks: Phantomile, Brightest Nite, Heaven And Hell, and Shooting Hoops.

Finally, with all the circuits available, you can then race around on the reverse tracks.

VS BATTLE

Possibly the most addictive and long-term element to R4 is this multiplayer mode. Not only can you have two-player split-screen, but you also can link two PlayStations together for three- and four-player action.

However, in order for all four players (applies to one, two or three players also) to choose a car other than the preset ones, you must have a memory card in each slot, with the cars you wish to use already in your garage (except the preset cars). Swapping the memory card(s) between players is not recommended as data corruption can occur.

PLAYSTATION MULTI-GARAGE SETUP

PLAYER 1 must have a memory card in slot 1 on the master link PlayStation.

PLAYER 2 must have a memory card in slot 2 on the master link PlayStation.

PLAYER 3 must have a memory card in slot 1 of the slave link PlayStation.

PLAYER 4 must have a memory card in slot 2 of the slave link PlayStation.

If you don't have a save game file on one of the memory cards, just copy it across from one card to another within the PlayStation Memory Card Manager.

If you don't have enough memory cards for all the players involved, the preset cars will have to be used.

GARAGE

The garage is where you keep your personal collection of cars that you have earned throughout the Grand Prix seasons. You can hold a total of eight of your choice. These can be chosen when racing in Time Trial, Vs Battle, and Extra Trial. If you want to change a car in your

TIPS

Eight of the best cars in the game can be yours
Just check out these beauties below

IDEAL GARAGE

As there are only a few spaces available for your favourite cars, you have the difficult job of selecting the eight best - out of 320 no less! So here are a few suggestions to get you started.

TEAM	MAKER	CAR	STAGE	MAX SPEED	TYPE
PRC	Assoluto	Estasi	04	317km/h	Drift
PRC	Lizard	Cataract	04	317km/h	Drift
PRC	Terrazi	Destroyer	04	319km/h	Grip
PRC	Agesole	Sorciere	04	315km/h	Grip
RTS	Assoluto	Fatalita	03	226km/h	Drift
RTS	Lizard	Ignition	03	239km/h	Drift
RTS	Terrazi	Starlight	03	239km/h	Grip
RTS	Agesole	Licorne	03	239km/h	Grip

garage, simply select the unwanted car and select the 'Change' option.

To change the colour and/or add a sticker, select the 'Design' option. Within this mode you can alter the car's appearance. There are 16 colours to choose from, as well as 24 stickers.

You can even design your own sticker (located at the Garage, Sticker Edit menu).

CORNERING TECHNIQUES

If you don't learn to take the corners effectively, you'll never win a race on the higher difficulty levels. So here is a rundown on the technique for both the drift and grip cars. Both require the same racing line entry into a corner.

DRIFT

This method of cornering remains the classic technique throughout all of R4's predecessors. It involves using a tail slide to power-drift around tight corners.



As you approach a corner, turn towards the inside of the bend and briefly release the accelerator. Press the accelerator again and the car's tail will begin to slide out. The longer you turn into the bend and release the accelerator, the stronger the tail slide.

After a tail slide, turn towards the outside of the corner and when the end of the corner comes into view, release the steering wheel/D-pad and accelerate out of the bend.

GRIP

This method of cornering is not recommended for use with drift cars. Before entering a corner, release the accelerator to increase road grip to do a quick cornering. As the end of the corner comes into view, press the accelerator down to increase speed and exit the bend.



GAME CODES

If you're too impatient to unlock all the cars yourself, or just too crap, then these excellent cheat cartridge codes are the answer to all of your woes. Don't forget, you need an Action Replay (Game Shark) or Xplorer to enter them!

Unlock Extra Trial
800F3754 0001

Complete Extra Trial
800F375C 0101
800F375E 0101
800F3710 FFFF
800F3712 FFFF
800F3714 FFFF

Unlock All Team Dig Racing Team (DRT) - Cars
800F3716 FFFF
800F3718 FFFF
800F371A FFFF
800F371C FFFF
800F371E FFFF
800F3720 FFFF
800F3722 FFFF
800F3724 FFFF

Unlock All Team R C MicroMouseMappy (MMM) - Cars
800F3726 FFFF
800F3728 FFFF
800F372A FFFF
800F372C FFFF
800F372E FFFF
800F3730 FFFF
800F3732 FFFF
800F3734 FFFF

Unlock All Team Pac Racing Club (PRC) - Cars
800F3736 FFFF
800F3738 FFFF
800F373A FFFF
800F373C FFFF
800F373E FFFF
800F3740 FFFF
800F3742 FFFF
800F3744 FFFF

Unlock All Team Racing Team Solvelou - Cars
800F3746 FFFF
800F3748 FFFF
800F374A FFFF
800F374C FFFF
800F374E FFFF

TIP

Drunk-o-vision

The world is all a blur, man!

MOTION BLUR

A unique feature that some of you are still oblivious to, this can be used during a 'Demonstration' in the 'Music Player' (located in the options menu) or during replays. By simply pressing Δ whilst watching your/CPU cars thrashing around the circuit, you'll activate the motion blur effect. You can clearly see the difference between the two screenshots below.



TIPS

There is always a little extra for you!

There are four supercars just waiting to be driven

EXTRA TRIAL

The Extra Trial is an option that appears at the bottom of the menu when you have successfully completed a Grand Prix season. It consists solely of the four manufacturers: Assoluto, Lizard, Terrazi, and Agesole. For each trial you must use a car from that manufacturer, which is taken from your garage. So if you don't have a Terrazi car in your garage, you cannot enter that trial. The prize for winning the Extra Trial is the car that you're racing against. They are as follows:

TRIAL	CAR NAME	STAGE	MAX SPEED	TYPE
Assoluto	Vulcano	04	358km/h	Drift
Lizard	Nightmare	04	353km/h	Drift
Terrazi	Utopia	04	399km/h	Grip
Agesole	Ecureuil	04	294km/h	Grip

The car will appear in the manufacturers listing of cars as #20. Each team has a different-colour version of this manufacturer's supercar.

PSX-TENSIONS

PSX Tensions

joypads memory cards sound systems light guns hardware software gizmos

As well as taking **Namco's new Jogcon** out for a **spin**, we get down to **DJ 'Funk-master' King** and the new **Beatmania Turntable**. Plus there is a 'Shock' instalment in the battle of the Analog controllers.

HARDWARE TOP FIVE

As rated by PowerStation
You want to know how controllers compare? Well, check out our favourite five in each category.

DIGITAL JOYPADS



- | | |
|---------------------|----------|
| 1. Official | Sony |
| 2. Official England | LMP |
| 3. Adv. Controller | Mad Catz |
| 4. Speed Pad | Logic 3 |
| 5. Hyper Pad | Fire |

ANALOGUE JOYPADS



- | | |
|------------------|--------------|
| 1. Dual Shock | Sony |
| 2. Jogcon | Namco |
| 3. Dual Impact | Nu•Gen |
| 4. Shockhammer | Thrustmaster |
| 5. Dual Analogue | Sony |

STEERING WHEELS



- | | |
|------------------|--------------|
| 1. Jordan GP V2 | Joytech |
| 2. Racing System | Act Labs |
| 3. F. RacePro | Thrustmaster |
| 4. Top Gear | Logic 3 |
| 5. NeGcon | Sony |

LIGHT GUNS



- | | |
|-----------------------|-------------|
| 1. Assassin Automatic | Nu•Gen |
| 1. Scorpion | Fire |
| 2. G-Con 45 | Sony |
| 3. Eraser | Fire |
| 4. Pump Action | Access Line |

JOYSTICKS



- | | |
|-----------------|----------|
| 1. Dominator | Logic 3 |
| 2. Pro Arcade 2 | Fire |
| 3. EagleMax | Act Labs |
| 4. Arcade Stick | Namco |
| 5. PS Arcade | Interact |

JOGCON

SUPPLIED BY: **NAMCO**
PRICE: **£29.99**

Just when you thought joypads had reached their innovative peak, along come Namco to roll out another corker of a controller. The Jogcon is the first joystick to come equipped with an electronic mini wheel – the jog dial. Although only *R4: Ridge Racer Type 4* was compatible with the controller at the time of review, it proved the perfect testing ground for this marvellous peripheral.

Somewhat slightly bigger than the Dual Shock (yet still very comfortable), the Jogcon fits neatly into the palm of your hands like a second skin. The shoulder buttons are positioned for easy use, the symbol buttons are as good as any, but you'd have to have hands like a brickie not to notice the uncomfortable and harsh stiffness of the D-pad. However, if you only wanted to use the D-pad, you'd plug in a standard controller and leave the Jogcon to the devices it was created for – namely the jog dial.

Not all gamers will like this hybrid joystick/steering wheel. You'll either love it or hate it, much like Namco's NeGcon. The jog dial is electronically powered via the cable into the PlayStation, so it requires no batteries. There are more than a few ways to use it too: one finger, two thumbs, or finger and thumb – it's really up to you. When you come to thrashing around the racing circuits, the force feedback actually feels like a car steering wheel; as the feedback provides varying degrees of force depending on whether you're turning hard or fighting against a skid.

The real test of its worth is still to come when more games are released which are compatible with this technology, and that day certainly can't come soon enough for us. Namco have done it again!

OVERALL: ♦♦♦♦♦

BEATMANIA TURNTABLE

SUPPLIED BY: **ASCII**
PRICE: **£39.99**



Time for a-rubbin' and a-scratchin' on Konami's hip-tastic *Beatmania* game. If you've ever tried

playing *Beatmania* with the awkward button layout on a standard joystick, you'll appreciate how much this device adds to the overall experience of DJing. It basically makes hitting those notes and scratching those records a whole lot easier – plus it does look mighty fine as well!

However, it seems daft to fork out 40 quid for a device that can only be used on one game... and not a particularly great one at that. For pure gimmick value, this is top of the pops, but once you've got pig-sick of *Beatmania*, which inevitably you will, it'll gather more dust than an old Peter Andre album.

OVERALL: ♦♦♦♦♦



FORMULA RACEPRO

SUPPLIED BY: **THRUSTMASTER**
PRICE: **£89.99**

There are only a few good steering wheels on the market and this is one of them. The high quality manufacturing of this wheel is apparent the instant you lift this heavyweight contender out of the box.

The RacePro is the first wheel we've seen that rests comfortably on your lap and doesn't slip off. This makes the gaming versatility of it so superb, it doesn't matter where you are sitting down, or what on – the wheel fits to suit your needs, and not the other way around.

The wheel itself features a rubberised texture for good grip, as well as all the usual tribits that we've come accustomed to in top modern-day steering wheels. The only drawback that we can find is the large price tag – a little bit more expensive than other top racing wheels on the market.

OVERALL: ♦♦♦♦♦

SHOCKHAMMER

SUPPLIED BY: **THRUSTMASTER**
PRICE: **£19.99**

Third-party pads come... and they go, but once in a while somebody creates something not only original, but good too. There is no mistaking the unique design that sets this blue beauty out from most other third-party joypads on the market.

All the usual bits, bobs and gadgets can be found here, with a turbo and slow button thrown in for good measure. The Dual Shock compatible feature doesn't harm this pad's good intentions either, thanks to the two vibration motors inside. The grips on the sides prevent it slipping through your palms, as well as the rubberised analog control sticks in the middle.

Like many joypads it comes down to personal taste. Basically if you have any taste, and you want something other than Sony stuff, you won't be disappointed with this blue gem.

OVERALL: ♦♦♦♦♦





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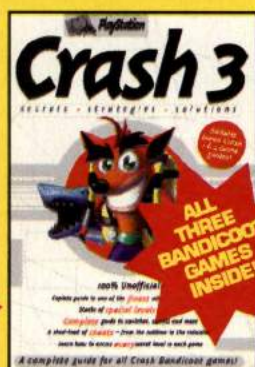
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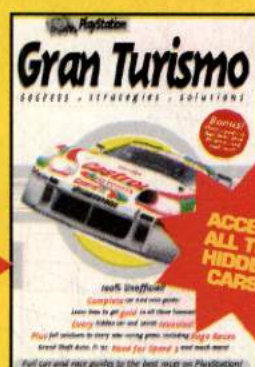
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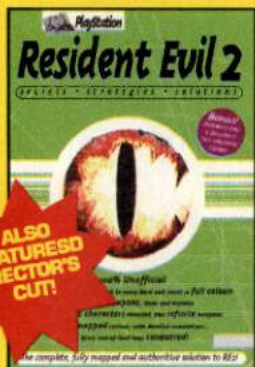
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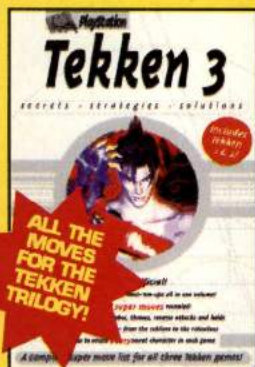
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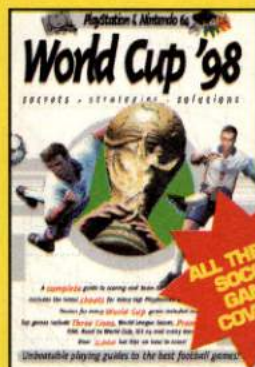
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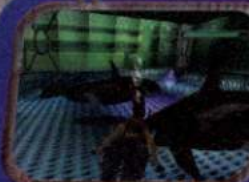
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APOCALYPSE

Unlimited Health
8668F52A 595A
Unlimited Smart Bombs
8668F868 5959
Unlimited Lives
3660AD20 5956
86635454 8C7A
36635154 5956

CRASH BANDICOOT 3

Unlimited Lives
365CE85F 598B
Unlock Levels
365CE655 595C
Have All Crystals
365CE533 594E
865CE532 0D4F
365CE538 596D
Have 5 Coloured Gems
365CE8B9 59CE
Have All Relics Sapphire
365CE8BB 594E
865CE6BA 504F
365CE6C0 598F
Have All Relics Gold
365CE6C3 594E
865CE6C2 504F
365CE6C8 598F
Have All Grey Gems
865CE8BB 5050
865CE8BB 504F
365CE8BC 598F
Have All Powers
365CE680 596F

DEVIL DICE [US]

Infinite Steps
366B3C50 5962

FORMULA 1 '98

Infinite Time
765711E0 5A76
865711E0 595A
765711DE FF7C
865711DE 595A

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FUTURE COP LAPD

Infinite Energy
565ADC00 5962
00100224 1C00
82A80000 0000
Infinite Ammo
565C15C0 5962
E8031124 8400
71A40000 0000
Infinite Upgraded Ammo
565C15A4 5962
E8031123 8400
71A40000 0000

MEDIEVAL

Infinite Health
3663D804 594F
Money
86642D80 5986
8663D51C 5986
Crossbow
8663D5A4 5986
Club
8663D590 5986
Daggers
8663D598 5986
Magic Sword

8663D58C 5986
Axe
8663D59C 5986
Drumsticks
8663D5A0 5986
Hammer
8663D594 5986
Longbow
8663D5A8 5986
Flame Longbow
8663D5AC 5986
Magic Longbow
8663D5B0 5986
Spears
8663D5B4 5986
Lightning
8663D5B8 5986
Good Lightning
8663D5BC 5986
Chaos Rune
8663D5C0 5986
Earth Rune
8663D5C4 5986
Moon Rune
8663D5C8 5986
Time Rune
8663D5D0 5986
Skull Key
8663D5D8 5986

Dragon Gem
8663D520 5986
Star Rune
8663D5CC 5A5A
Shadow Artefact
8663D5EC 5A5A
Witch Hex
8663D5F4 5A5A
Copper Shield
8663D50C 5A5A
Silver Shield
8663D510 5A5A
Gold Shield
8663D524 5A5A
Dragon Armour
8663D528 5A5A

METAL GEAR SOLID [US]

Unlimited Energy
365FCC79 5959
365FCC7A 595A
Unlimited Breath
36603804 594C
36603803 5956
WEAPONS & AMMO:
SOCOM
365FCC86 594F
365FCC85 595A
FA-MAS
365FCC8B 595A
365FCC8C 594F
Grenade
365FCC8A 594F

365FCC89 595A
Nikita
365FCC8F 595A
365FCC90 594F
Stinger
365FCC8D 595A
365FCC8E 594F
Claymore
365FCC93 595A
365FCC94 594F

C4 Explosives
365FCC91 595A
365FCC92 594F
Stun Grenade
365FCC97 595A
365FCC98 594F

Chaff Grenade
365FCC96 594F
365FCC95 595A
PSG1 Sniper Rifle
365FCC9B 595A
365FCC9C 594F

ITEMS:
Ration
365FCCCC 594F
365FCCC8 595A
Cardboard Box A (Heliport)
365FCCB2 594F
365FCCB1 595A
Cardboard Box B (Ncl
Strange Building)
365FCCB8 594F
365FCCB7 595A
Cardboard Box C
(Snowfield)
365FCCB6 594F
365FCCB5 595A
Night Vision Goggles
365FCCBC 594F
365FCCBB 595A
Thermal Goggles
365FCCBA 594F
365FCCB9 595A
Gas Mask
365FCCC0 594F
365FCCBF 595A
Body Armour
365FCCBE 594F
365FCCBD 595A
Ketchup (Fake Death)
365FCCC4 594F
365FCCC3 595A
Stealth
365FCCC2 594F
365FCCC1 595A
Bandana
365FCCC8 594F
365FCCC7 595A
Camera
365FCCC6 594F
365FCCC5 595A
Medicine (Anti Cold)
365FCCC4 594F
365FCCC3 595A
Diazepam (Anti Anxiety)
365FCCD0 594F
365FCCC9 595A
PAL Card Key

365FCCCE 594F
365FCCCD 595A
ID Card - Level 255 (All)
365FCCD3 595A
365FCCD4 594F
Timer Bomb
365FCCD2 594F
365FCCD1 595A
Mine Detector
365FCCD8 594F
365FCCD7 595A
Optic Disk (M Gear Exercise
Data)
365FCCD6 594F
365FCCD5 595A
Nylon Rope
365FCCD4 594F
365FCCD3 595A
Handkerchief (Sniper
Wolf's)
365FCCD2 594F
365FCCD1 595A
Suppressor (Silencer For
SOCOM)
365FCCDF 595A
365FCCDE 595A

MOTO RACER 2

Note: Only use ONE of the
Start Lap codes.

Start Lap 2 (Press +)
7664100E 500F
36617982 5959
Start Lap 3 (Press +)
7664100E 500F
36617982 595C
Start Lap 4 (Press +)
7664100E 500F
36617982 595B
Start Lap 5 (Press +)
7664100E 500F
36617982 5956
Start Lap 6 (Press +)
7664100E 500F
36617982 5955
Infinite Checkpoint Time
(Press +)
7664100E 503F
86625888 3E5A

7664100E 500F
36617982 5959
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76653438 595A
36653438 5959

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76653438 595A
36653438 595C

Start On Lap 4

76653438 595A
36653438 595B

NHL POWERPLAY

Away Team Always Loses

8673B314 595A

Away Team Always Wins

8673B314 5974

Home Team Always Loses

8673B338 595A

Home Team Always Wins

8673B338 5974

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Infinite Energy

365C2712 2A1E

Invincible

865C1702 595A

Infinite Smoke Bombs

865C27F4 595B

Infinite Magic

865C2718 595B

Level 4 Magic Gauge

365C2790 595B

Infinite Gold

865C27BC BF5A

Have Sword

365C049E 596B

Have Axe

365C049E 597B

Have Club

365C049E 596A

Always Have 6 Gold Keys

365C27AC 595B

Always Have 6 Silver Keys

365C2794 595B

Be A Skeleton

365C049E 5970

ODDWORLD:

ABE'S EXODUS

Invincible

365B38FE 5959

Glow In The Dark

365B3806 5959

OUT

Infinite Life

3660F4C8 598B

Infinite Mana

3660F2A2 598B

Max Armour Power-Up

3660EC47 598B

Max Weapon Power-Up

3660EC45 598B

Max Spirit Power-Up

3660EC48 598B

Infinite Blue Energy

3660F14E 598B

Max Blue Weapon Power

3660F154 5962

Infinite Read Energy

3660F256 598B

Max Red Weapon Power

3660F25C 5962

Max Green Energy

3660F25E 598B

Max Green Weapon Power

3660F264 5962

Max White Energy

3660F266 598B

Max White Weapon Power

3660F26C 5962

PARASITE EVE (US)

Infinite Health

865FDD84 5C37

Max Bonus Points

865FDD94 5C37

Quick Level Gain

865D2240 504F

Max Power P2

86626168 504F

All Spells

8662617C 704F

Level 99

8662615E 598B

Have Lots Of Experience

86626158 504F

Max Offence

8662617E 5C3A

Max Defence

86626184 5C3A

Max Parasite Energy

86626182 5C3A

Max Status Recover

86626188 5C3A

Max Active Time

86626186 5C3A

Infinite Parasite Energy

865FDD7E 785F

865FDDA2 785F

Infinite Super Tools

866261A0 598B

Infinite Mod Permits

8662619E 5987

Infinite Full Cures

866261A4 5969

Infinite Full Recovery

866261A4 5964

Possess SP Armour 2

866261A4 59F7

POCKET FIGHTER

Infinite Health

36747020 59EA

Max Red Gem Gauge

36746D35 595C

Max Yellow Gem Gauge

36746D3C 595C

Max Blue Gem Gauge

36746D3B 595C

Note: Only use one of the following codes.

Always Have Flame

36746E78 595A

Always Have Ice

36746E78 5959

Always Have Lightning

36746E78 595C

Always Have Poison

36746E78 595B

Always Have Banana

36746E78 5956

Always Have Bomb

36746E78 5955

Always Have Rock

36746E78 5958

RIVAL SCHOOLS

Infinite Health P1

36744D56 5922

Max Power P1

86745370 625A

Unlock Everything

8673BC28 504F

8673BC2C 504F

8673BC30 504F

8673BC2E 504F

8673BC34 504F

8673BC32 504F

Infinite Health P2

86745156 5922

Max Power P2

86735770 625A

RUSHDOWN

All Tracks Arcade Mode

86625764 595A

165557E0 5959

All Tracks Championship Mode

36555870 5956

SMALL SOLDIERS

Infinite Lives

765ADEDA FDBC

865ADEDA 595A

Infinite Ammo

765B14DA F5BC

865B14DA 595A

765B14DA F5BC

865B14DC 595A

Infinite Energy

765A0F80 59FC

565A0F80 5962

32000534 A200

05A20000 0000

SPYRO THE DRAGON

Red Spyro (Press L2 + Δ)

765B4786 3F4F

865B4750 575A

Unlimited Time

865B1868 5630

865B1834 5630

Unlimited Energy

365B4CA4 595B

Unlimited Lives

365B1858 598B

STREET FIGHTER EX

PLUS ALPHA

Infinite Energy Player 1

3671C164 5922

Infinite Energy Player 2

3671D68C 5922

Full Power Bar Player 1

3671C163 5968

Full Power Bar Player 2

3671D68B 59E8

Enable All Endings

8671989C 4C4F

8671989A 584D

SUPER PANG

COLLECTION

POMPING WORLD:

Infinite Lives PL1

3662CE60 5961

Have Suck Cup PL1

3662CE74 5959

Have Gun PL1

3662CE5C 5959

Have Double Arrows PL1

3662CE5A 5959

Infinite Time

3662CE5C 598B

Infinite Lives PL2

3662CE0E 5961

Have Suck Cup PL2

3662CE5F 5959

Have Gun PL2

3662CE0C 5959

Have Double Arrows PL2

3662CED7 5959

SUPER PANG:

Infinite Lives PL1

3660B380 598B

Infinite Lives PL2

3660B300 598B

PANG 3:

Infinite Continues

365E228C 598B

TOCA TOURING

CARS 2

TIME TRIAL & SINGLE

RACE ONLY:

Enable Micro Machines

View

365558C8 5959

Enable Low Gravity

365558C9 5959

Enable Propellerhead

Championships

365558C4 5959

Bouncy Crashes

365558C8 5959

Exaggerated Crashes

365558C8 5959

Blurred Horizon

365558D0 5959

Wheels Only Mode

365558CF 5959

Double Height Landscape

365558CA 5959

Unlock All Cars

365558C2 5959

Unlock All Tracks

365558C3 5959

ALL MODES:

Quick Acceleration

365558CE 5959

Enable Better Handling

865558C6 5959

Enable All Difficulty Modes

865558D2 5959

CHALLENGE MODE ONLY:

Battle Mode

365558D4 5959

Only 1 Lap To Race

8664CF9C 598B

Always Come First

3664CFA5 1B55

Driving Offences Off

86613D24 595A

Have All Bonus Tracks

86555888 504F

86555886 504F

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UPDATES INDEX THE NEW CHEATS

How it works

Keep up to date with all the latest cheats and tips from PowerStation. The new additions to our massive database have red titles, so you can spot them more easily. Happy cheating!

Apocalypse	103
Assault	103
Asteroids	103
Heart of Darkness	110
Nascar Racing '98	114
NFL Gameday '99	117
O.D.T.	118
Pocket Fighter	118
Pool Hustler	118
RE2: Dual Shock Edition	120
Rival Schools	120
Test Drive 4x4	124
TOCA 2 (additional cheats)	125
Unholy War	127
Victory Boxing 2	127

Databurst

3D LEMMINGS

PASSWORDS

FUN LEVEL

LEWISIAN/BLIMBING
FANAGALO/DRICKSIE
KURTOSIS/GREGATIM
WALLAROO/AVENTAIL
GAZOGONE/JINGBANG
DIALPAGE/BUNODONT
NAINSOOK/YAKIMONA
FUMITORY/CINGULUM
BESLAVER/ANABLEPS
QUINCUNX/TARLATAN
TRICKY LEVEL
CABOCEERGEROPIGA/BONTEBOK
EMPHYREAL/LANGLAUF
NANNYGA/SARATOGA
QUINTAIN/MUSQUASH
ZOMBORUK/SKILLING
WOBEGONE/BINDIEYE
FRAXINUS/LINDWORM
CURLCUCUE/HANEPOOR
IDEMQUOD/BLANDISH
MALAGASY
TAXING LEVEL
CHORIAMB/GARGANEY
KAOLIANG/MAROCAIN
OBTEMPE/TASTEVIN
VELLOZIA/BORACHIO
JACKAROO/COOLAMON
BANAUSIC/FABURDEN
RECKLING/MIRLITON
OPAPANAX/BIMBASHI
CAATINGA/PENSTOCK
SPRINGAL/BABIRUSA

MAYHEM LEVEL
CHORIAMB/GARGANEY
KAOLIANG/MAROCAIN
OBTEMPE/TASTEVIN
VELLOZIA/BORACHIO
JACKAROO/COOLAMON
BANAUSIC/FABURDEN
RECKLING/MIRLITON
OPAPANAX/BIMBASHI
CAATINGA/PENSTOCK
SPRINGAL/BABIRUSA
ANIMATIONS
Enter at the password screen and end-of-game animations:
SPACEAAA/EGYPTAAA
ARMYAAAA/MAZEAAAA
Level Select
LAMPWICK

ABE'S ODDYSEE

LEVEL SELECT

On the main menu hold R1 then press \triangle , \square , \circ , \times , \square , \circ , \triangle , \circ .

\square , \circ , \times . A level select menu will then appear.

VIEW ALL FMV

On the main menu hold R1 then press \triangle , \square , \circ , \times , \square , \circ , \triangle , \circ .

VOICE CHEAT

Hold down R1 and press \triangle , \square , \circ , \times , \square , \circ , \triangle , \circ during a game. Abe will now be able to mimic passwords without uttering a sound.

GREEN FARTS

During play, hold R1 and press \triangle , \square , \circ , \times . Now whenever Abe farts, green gas comes out of his arse!

ACTUA ICE HOCKEY

EXTRA TEAMS

On the main menu (Olympic, Friendlies etc), hold \square + \triangle + \circ for a few seconds to hear a sound effect. Check the teams to find the Grenlin All-Stars and Sheffield Steelers.

ACTUA SOCCER 2

Enter the following cheats from the main menu:

Grenlin 11 \triangle , \square , \circ , \triangle , \square , \circ
Super Furry Animals \triangle , \square , \circ , \triangle , \square , \circ
Ghost Ball - \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle
Besch Ball - \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square

Dwarves - \circ , \triangle , \square , \triangle , \square , \triangle , \square , \triangle
Giants - \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square
Floodlight Failure - \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square
Invisible Players - \square , \triangle , \square , \triangle , \square , \triangle , \square , \triangle

Black & White/Colour TV Modes - \triangle , \square , \triangle , \square , \triangle , \square , \triangle , \square
If you have successfully activated a cheat, a string of text will pop up about 75% of the way down the screen for a couple of seconds.

All cheats have to be explicitly switched off. For example, once you have activated the giants cheat, the players will be giants until you re-enter the cheat. (Active cheats are saved as part of the save game.)

ACTUA SOCCER 3

CHEATS

To enter these cheat codes, select the Editor option from the main

menu. Then select a custom team and enter any of the names below as the team name. Exit. You'll now find that team in the AS3 selection.

PREMIERSHIP CLASSICS

Bonus Code Gives What? (Or Win...)

SIR MATT Busby Babes (Argentinian)

SHEAR CLASS Blackburn 94-95 (Belgian)

FOREIGN LEGION Chelsea 44-99 (Brazilian)

SCOUSE PERMS Liverpool 77-99 (English Div 1)

BREMERS BOOT Leeds 44-99 (English Div 2)

TEA TOTAL Arsenal 70-90 (English Div 3)

RAM RAIDERS Derby 44-99 (English Div 4)

WRIGHT BUY West Ham 44-99 (French)

FRUIT N VEG Leicester 44-99 (German)

BIT OF CLARET Villa 44-99 (Dutch)

DOWN THE TOONNewcastle 44-99 (Italy 1)

FASH THE CASH Dons 44-99 (Italy 2)

DELL BOYS Soton 44-99 (Portuguese)

LADY GODIVA Coventry 44-99 (Scottish)

EMMERSONS WOE Boro 44-99 (Spanish)

BARMY ARMY Wednesday 44-99 (USA)

MEN IN TIGHTS Forest 44-99 (Euro Club 1)

DUNCNDISORDER Everton 44-99 (Euro Club 2)

DIAMOND LIGHTS Spurs 44-99 (World League)

VALLEY BOYS Charlton 44-99 (World Trophy 1)

BALD FRITZ Ipswich 44-99 (World Trophy 2)

EGG CHASERS Wigan 78-98 (Int Div 1)

RULE BRITANNIA 5 Nations (Int Div 2)

SEXY FOOTBALL Shearer XXX (Int Div 3)

TRUE FOOTBALL FANS FC Grenlin (Int Div 4)

I MADE THIS

METAL HEADS

Cyborg Rovers (Default KO Cup 64)

GRIM REAPER Skellington Utd (Default KO Cup 32)

OZONE LAYER Greenhouse Test (Default KO Cup 16)

IMPOSSIBILITY Meddness Friday (Default KO Cup 8)

SINK OR SWIM Ledbury FC (Default KO Cup 4)

LEE THE PIG Heavenly HTFC (Default Mini 64)

FLAGSTONING Fighting Forth (Default Mini 32)

SHUT IT Duds Spuds (Default Mini 16)

SHADWELL TOWN The Hardmen (Default Mini 8)

CANDY MAN Dicks Pick 'n Mix (Default Mini 4)

WIDE BOYS Grenlin Staff 1 (All 5 KO Cups)

DOUBLE TROUBLE Grenlin Staff 2 (All 5 Mini Leagues)

CPU SPUD Pettis Shandi Men (All 4 International Leagues)

CHIP BUTTY Virtual Blades (All English)

SPIT N SPIN Actua Soccer Web (Both European)

YES PLEASE Top 50 Babes 1 (Both World Trophy)

NO THANKS, Top 50 Babes 2 (Argentinian & Brazilian)

SHAME Doncaster Rovers (USA & World Club)

LONDON GIRLS Arsenal Ladies (Italian 1 & 2)

BINMAN Food Group (Spanish & Portuguese)

TFF HOBBY Boat Racers (German & Dutch)

NICE GEM Rushden (Belgian & French)

LETS NOT PLAY BoreCrust (English 1st & Scottish)

GRAPHICS CHEATS

CUTOUTS Gray Scale Cheat

GANGSTAARS Parappa

TOP HATS Big Heads

FUN INT SUN Beach Ball

CHICKENS Headless

DOWN HERE Dwarves

BIG DADDIES Giants

CALM DOWN Scousers

QUICKIES TO TURN ON ALL CHEATS

PREM CLUBSAll Premiership teams

TFF TEAMS All the other teams

ADIDAS POWER SOCCER '98

First, hold L1 + L2 + R1 + R2 on the main startup screen, to bring up the cheat entry screen. You can now enter the following cheats:
Big Heads - $\square\square\square\square\square\square\square\square$
Hidden Teams - $\times\Delta\times\square\square\Delta$
Display Credits - $\square\square\Delta\square\square\Delta\square$
Extra Stadium - $\square\square\square\Delta\square\square\square$
Win Match Cheat - $\times\Delta\square\square\square\square\Delta$
(Pause game to choose to win any match.)

ADIDAS SOCCER

FEMALE COMMENTARY
Go to the in-game options screen by pressing Select during an Arcade match. Now go to the Audio option, highlight Commentary and press the \square and \circ together. If the cheat has worked, you'll have the choice of French, German or good ol' Blightly babes to offer their uneducated match opinions as the action unfolds.

ARCADE SPECIAL MOVES

ATTACKING

Back-heel - \square + \times
Back flick - \triangle + \circ
Predator shot - \times + \triangle

RECEIVING A HIGH BALL

Heading - hold \square or \circ
Bicycle kick - \times + \triangle
Hand of God - \triangle + \circ

RECEIVING A LOW BALL

Mega volley - \triangle + \circ
Diving header - \times + \triangle

DEFENDING

Nudging - \triangle + \circ
Two-handed shove - \triangle + \circ
Kung-fu kick - \times + \square
Mega tackle - \times + \triangle

FLASHY STUFF

Juggling - \times + \square
Mega run - \square + \circ

DREAM TEAM

Select a Friendly match and press: \square + \times + L2 + R2 on the Tactics screen. At the top of the screen it'll say 'Dream Team' to confirm correct entry.

AGILE WARRIOR

Pause the game to enter the following:

INVINCIBILITY

\triangle , \square x4, \triangle x3, \circ , \triangle , \times , \triangle x3, \square
Makes you invulnerable.

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Note: Code resembles a smiling face!

MASTER DOME

On the password screen enter:
 O, L1, L1, R1, R2, L2
 X, □, □, R1, R2, R1
 R2, Δ, L2, R1, L2, O
 L2, R2, R1, X, L1, R2
 □, L2, R1, X, R1, R1

BATTLE ARENA TOSHINDEN

PLAY AS GAIA

To play as the deadly warrior, Gaia, simply input the following code very quickly on the title screen when the text to highlight the option flows-in from either side of the screen: ◊ ◊ ◊ ◊ (where ◊ represents weak slash; if you have changed your button configuration, press the corresponding button). If the code has been entered correctly, you should hear a voice say "Fight!". Now go to the character select screen and highlight Eiji, and then press ◊ whilst you select him. If all is well, Eiji's portrait will turn blank and the name "Gaia" will appear underneath.

PLAY AS SHO

To play as the hidden Master of Darkness, input the same code you entered above and then let the game run into the demo mode. Whilst the demo is running, press Start on controller two to bring up the title screen again. Now press the following code very quickly on controller two whilst the text to highlight the options flows-in from either side of the screen: ◊ ◊ ◊ ◊ ◊ ◊ (where ◊ represents weak slash; if you have changed your button configuration, press the corresponding button). You should hear a voice say "Fight!" to indicate that the cheat has worked. Now go to the character select screen and highlight Kayin, and then press ◊ as you select him. Kayin's portrait will turn blank and the name "Sho" will appear.

INSTANT SPECIAL MOVES

After entering the codes to play as Gaia and Sho, wait until the game switches to demo mode and the title screen comes up again. As the text to highlight the options flows in from either side of the screen, press ◊ and weak kick on controller 1. If the code has worked, you'll hear a voice say "Fantastic!" and the option text will turn white. To make the most of this feature, go to options and change your control type that that the L1, L2, R1, and R2 buttons are used for special moves. Now start fighting and marvel at your special moves at the touch of a button. If you press all four buttons and Select during a fight, you'll unleash your character's desperation move. Note that this cheat only works on Easy & Very Easy modes.

CONFIG SELECT

After inputting the instant special moves cheat, wait for the demo to start and then press Start. As the text to highlight the options flows-in from either side of the screen, press the following combination very quickly on controller two: ◊ ◊ ◊ ◊ ◊ ◊ (where ◊ represents weak slash; if you have changed your button configuration, press the corresponding button). If done correctly, you'll hear a voice say "Fantastic!" and the option text will turn yellow. This cheat will allow you to use any control configuration on any difficulty setting.

BATTLE ARENA TOSHINDEN 2

LAST BOSS

At the title screen press ◊, ◊, ◊, ◊, ◊ + Δ to access the last boss.

SELECT BOSSES - THE HARD WAY

Complete Battle mode on skill level 4. Then, when you go to pick your character, the random select will show the normal two bosses, Uranus and Master, which can now be selected. Complete Battle mode on skill level 6 (with no continues) and two more bosses will be selectable: Sho and Vermillion.

Now, to get the last secret guy, Grim, you have complete Battle mode on skill level 8 using Vermillion. Then on the title screen, press ◊, ◊, ◊, R1, Δ, L2 and □. You'll know if you've done it right, because you'll hear a bell.

To select a boss highlight the ? on the character selection screen and hold down the Select button to slow the scrolling. Now press □, Δ, O or X when the required boss appears.

EASY SELECT URANUS & MASTER

On the title screen, as the menu items fly in from the left, quickly press (on controller 1): R1, L2, X, L1, R2, O. You'll hear a jingle if it's worked.

Now go to the character select screen and highlight the random box. By timing your button press, you'll be able to select Uranus or Master.

EASY SELECT SHO & VERMILION
 Once you've activated the Uranus & Master code, wait until the menu items fly in from the left again, and quickly press (this time on controller 2): O, R2, L1, X, L2, R1 (the reverse of the previous code). You'll hear a jingle if it's worked. Now go to the character select screen and highlight the random box. By timing your button press, you'll be able to select Sho or Vermillion.

SECRET MOVES

After beating the game when Sho and Vermillion are available, the menu box should turn green. This indicates that the instant secret moves feature is enabled and you can now perform them by simply pressing the R1 and R2 buttons together.

ARMoured GAIA

It seems that this one only works on the Japanese import version. Select Gaia and before it says "Fight", quickly press ◊, ◊, ◊, ◊. If done right, about five huge chunks of armour will fly all around Gaia and mould to his body: you now have Armoured Gaia! Hits only cause half damage to him, but he is slow-moving. He also has a spectacular new desperation move.

CANDID CAMERA!

On the options screen set all R1, R2, L1 and L2 to 'NOT USED' and then set the camera option to 'CONTROL'. Cycle through the R1, R2, L1, L2 options again until all of them are set to 'CAMERA'.

Now you can rotate the camera by pressing R1, R2, L1 and L2 when paused or fighting.

You can turn off the gauges by pausing the game and pressing ◊ + Δ + O + X + Select on controller 1. The options menu will disappear. Press them again and the energy and overdrive gauges go. Press them again to get

back to normal or Start to play without them! When you have no gauges selected you can control the zooming and vertical scrolling with R1, R2, L1 and L2.

BATTLE ARENA TOSHINDEN 3

RANDOM SELECT

Hold L1 + L2 + R1 + R2 at the character select screen. Press □, Δ, X, or O while the selection box is moving.

REMOVE DISPLAY

Pause a fight. Hold O + Δ + □ + X and press Select. This removes the continue, options, and reset selections. While continuing to hold all four buttons, press Select again. This removes the Life and Over Drive bars. To return the display to normal, repeat the code while pressing Select once.

PLAY AS SUB-BOSSES

Beat the game with each basic character at level 3 or higher to unlock his or her sub-boss.

PLAY AS SHOU

Unlock all the sub-bosses, then beat the game with Vermillion at level 3 or higher.

PLAY AS ABEL

Beat the game with Shou at level 7.

PLAY AS VEIL

Beat the game with Abel at level 7.

PLAY AS NARU

Beat the game with Naru at level 7.

ALTERNATE COSTUMES

Beat the game with Naru at level 7. Use ◊ or X to select a character.

INSTANT SECRET MOVES

Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all special move buttons at once to perform a secret move.

Note: This does not work for all characters.

MANUAL CAMERA CONTROL

Enter the button configuration menu, highlight any shoulder button, and press L1 + L2 + R1 + R2. The controls for the shoulder buttons will change to camera view controls. The view may now be rotated manually.

BIO FREAKS

FIGHT CLONUS OPPONENT

Hold Select while choosing an opponent at the character selection screen to fight against the Clonus version of that character.

ALTERNATE VIEW

Hold L2 + R2 and press ◊ during a match. Hold L2 + R2 and press ◊ to return to normal view.



BLAM! MACHINEHEAD

AMMO CODE

On either the title screen or main menu, enter this code: O x4, L1, O, L1 x2, O, L1, O, L1 x2, O, L1, O, L1 x4

An 'infinite ammo engaged' message will scroll across if you've done it correctly.

PASSWORDS

Level 2 (1.2)SQDZF05TJJ
 Level 3 (1.3)HYM7G0DECM
 Level 4 (1.4)WFFH0P0JC
 Level 5 (2.1)IS4FH0D5BF
 Level 6 (2.2)E94FH0LLKJ
 Level 7 (2.3)MHLFH0DTCM
 Level 8 (2.4)ALLFH0XGPU
 Level 9 (2.5)BDNJH0LLPU
 Level 10 (3.1)8JGIH09B4V
 Level 11 (3.2)E9GGH0JIGH
 Level 12 (3.3)9F0JG0LZJD
 Level 13 (3.4)SKAGH09P4O
 Level 14 (4.1)JJ0BN9FCM
 Level 15 (4.2)EYVJH07BF
 Level 16 (4.3)JQNFH0T7BF
 Level 17 (4.4)7G9DA0MOCE
 Game Over6H9DA0QJ2F

BLAST CHAMBER

INFINITE LIVES

Go to the Main Menu screen and press the following: ◊, ◊, ◊, ◊, ◊, ◊, ◊. Now go into Games option and choose Solo Survivor. You'll have chosen the one-player mode, but your lives will never go down.

PASSWORDS

ZigguratNAEMMAAB
 BackstabMAGDIEAH
 Fall N ArchNINKPDME
 FugitiveMJKKAMKC
 RainbowJDDPIGEH
 LavapaloozaICJABNA

BLAST RADIUS

ALL UPGRADED SHIPS

On the main menu, press: ◊, L1, ◊, ◊, ◊, ◊, R2, L2, R2, ◊, ◊, ◊ to hear an explosion. Start a game with any ship, then quit. You should now have all four upgraded ships with which to start on Sector 5.

WRAITH SHIP

Once you've got the four upgraded ships (see above), enter this code on the main menu: ◊, ◊, L1, ◊, ◊, ◊, L1, R2, R2, L2, ◊, ◊, ◊ to hear an explosion. As before, start a game, then quit. You'll now be able to select the Wraith ship and start on Sector 8.

PLANET HEADS

On the main menu, press: ◊, ◊, L1, ◊, L1, ◊, Select, ◊, R2, L1, L2 to hear an explosion. This gives you the first four levels with the faces of the programmers instead of planets. The next four levels have cheese and stuff instead of planets, then the game reverts to normal.

Note: This won't work if either of the first two cheats has been entered.

EXTRA MISSIONS

On the main menu, press: L1, ◊, L2, ◊, Select, ◊, ◊, R2, R2, R2, Select, ◊ to hear an explosion. This gives you four extra missions, where you are in one of the spacecraft fighting World War II planes and fighter bombers etc.

Note: This won't work if either of the first two cheats has been entered.

BLOOD OMEN: LEGACY OF KAIN

CHEATS

During the game (no need to pause), input the following codes for a bundle of assorted goodies.

Blood Refill - ◊, ◊, ◊, ◊, ◊, ◊, ◊, ◊

Full Magic - ◊, ◊, ◊, ◊, ◊, ◊, ◊, ◊
 All FMV - ◊, ◊, ◊, ◊, ◊, ◊, ◊, ◊
 GET 99 ITEMS FROM A SPIRIT FORGE

Instead of going into a spirit forge in person, take over an enemy with the mind control or spirit rack spells and send them in your place. Their life will be forfeit but you will gain 99 items.

BLOODY ROAR

BONUS MENU

This menu allows you to access the extra options when certain events are achieved.

BIG ARM TYPE

Finish the game with no continues

NO GAUGE MODE

Finish the game with Yugo on a skill setting of four or more.

CAMERA MODE

Finish the game with Alice on a skill setting of four or more.

NO LIGHTING MODE

Finish the game with Long on a skill setting of four or more.

NO GUARD MODE

Finish the game with Gado on a skill setting of four or more.

NO WALL MODE

Finish the game with Mitsuko on a skill setting of four or more.

WALL DISPLAY OFF

Finish the game with Fox on a skill setting of four or more.

VITALITY RECOVER

Finish the game with Bakuryu on a skill setting of four or more.

SMALL STAGE

Finish with the game with Greg on a skill setting of four or more.

These two stages will be accessible in Practice mode after completing task.

BIG STAGE

Defeat ten or more characters in Survival Mode. These two stages will be accessible in Practice mode after completing task.

SLANT MOVE

Finish Time Attack Mode under ten minutes. Characters can now move into and out of the screen (Toshinden style) by pressing L1 or L2.

AFTERIMAGE MODE

Finish the game on a skill setting of 4 or more with all characters. This removes the background images and instead shows motion-blur effects on a black background as the characters fight.

SAILOR ALICE

Finish with Alice on level 6 difficulty without continues. This dresses Alice up in Sailor Moon clothes.

BOMBERMAN WORLD

PASSWORDS

Bonus Versus Level5658
 Bonus Battle Level4989
 Battle Royal Mode1616
 Maniac Mode4622
 1-18010
 1-21180
 1-38086
 1-42919
 1-51021
 2-10127
 2-21220
 2-31018
 2-40804
 2-50714
 3-11027
 3-22413
 3-33009
 3-46502
 3-56809
 4-10627
 4-28808
 4-33674
 4-44891
 4-50605

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53/200%/200%/All/
DKKBLMS8J3/Monster Condo
54/200%/125%/All/
7L3I266DJK/Redemption Denied

DOUBLE DRAGON

SECRET CHARACTERS

At the character select screen, put the cursor on Billy, wait 3 seconds, move it to Marian, wait 3 seconds, move it to Jimmy, wait 3 seconds. Then you have Shuko and Duke.

DUKE NUKEM: TIME TO KILL

CHEATS

Note that you don't have to enter them quickly, so just make sure you get each sequence right.

LEVEL SELECT

Pause during play and press ϕ x9, ϕ , then exit the current game. Select the Time To Kill option at the bottom of the main menu, move ϕ / ϕ to select a level, then press \times to begin play.

INVULNERABILITY

Pause during play and press L2, R1, L1, R2, ϕ , ϕ , ϕ , ϕ , Select \times 2.

TEMPORARY INVULNERABILITY

Pause during play and press R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

INVISIBILITY

Pause during play and press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.

UNLIMITED AMMUNITION

Pause during play and press ϕ , ϕ , ϕ , Select, ϕ , ϕ , ϕ , Select.

ALL WEAPONS

Pause during play and press L1, L2, ϕ , L1, L2, ϕ , R1, ϕ , R2, ϕ .

SUPER WEAPONS

Pause during play and press R1, R2, L2, L1, R1, R2, L2, L1, Select \times 2.

ALL INVENTORY

Pause during play and press R1 x5, L2 x5.

ALL KEYS

Pause during play and press ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ .

DOUBLE DUKE

Pause during play and press L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.

BIG HEAD DUKE

Pause during play and press R1 x9, ϕ .

TINY HEAD DUKE

Pause during play and press R1 x9, ϕ .

BIG HEAD ENEMY

Pause during play and press R1 x9, ϕ .

SMALL HEAD ENEMY

Pause during play and press R1 x9, ϕ .

ROGUE TRIP FMV TRAILER

Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

DYNASTY WARRIORS

REVEAL BOSSES & EXTRA CHARACTER

SUN SHANG XIANG (EXTRA)

At the title screen press the following: ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , L1, R1. You'll hear a chime signifying correct entry.

NOBUNAGA (EXTRA)

Complete the game with Lu Bu, then press the following at the title screen: ϕ , ϕ , ϕ , ϕ , ϕ . You'll hear a chime signifying correct entry.

TOUKICHI (EXTRA)

Complete the game with Nobunaga, then press the following at the title screen: ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , R1, R2. You'll hear a chime for correct entry.

ZHUGE LIANG (BOSS)

Complete the game with Guan Yu, Zhao Yun, and Zhang Fei.

CAO CAO (BOSS)

Complete the game with Xiahou Dun, Dian Wei, and Xu Zhu.

LU BU (BOSS)

Complete the game with Zhou Yu, Lu Xun, Taishi Ci, Diao Chan, Zhuge Liang, and Cao Cao.

Note: All characters can be selected at the character select screen by moving off to the left or right of the screen once they have been activated.

ESPN Extreme Games

MONEY ROUND

Pass through all the gates on a course and enter the bonus Cash Course, which consists of \$5 and \$10 gates.

EXTRA FIRST RACE MONEY

229 013 066 016 000 000 000 000 031

After you use this password, complete the first race (Utah) to get \$1,110.

ALL VEHICLES

237 190 190 080 000 000 176 113 219

Gives you a super athlete, all possible vehicles and \$5030, having won the first two races.

EVERYBODY'S GOLF

REVERSE STANCE

On the Character Select screen, hold L1 + \times when selecting a character to change their stance from left-handed to right-handed and vice versa.

MIRROR COURSES

On the Course Select screen, hold L1 + L2 + \times when selecting a course to get a mirrored version of it.

EXCALIBUR 2555 AD

Press Start to pause the game, then:

FULL HEALTH

Δ , Δ , Δ , \square , \square , \square , \square , \square

FULL SWORD POWER

Δ , Δ , \square , \square , \square , \square , \square , \square

SKIP LEVEL

\square , \square , \square , Δ , \square , Δ , Δ , Δ

SHOW COLLISION BOXES

\square , \square , \square , \square , \square , \square , \square , \square

Note: You can only enter one cheat in at a time, so pause, enter first cheat, unpause. Then pause again and enter second cheat, unpause, and so on.

SPECIAL MOVES

Spinning Slice - \times , Δ , \square , \square

Roundhouse Swing - \times , \square , \square , Δ

FADE TO BLACK

Ignore all 'Invalid Code' messages when using them. First, you need to enter the...

CHEAT ACTIVATION CODE.

\square , Δ , \square , \times , \square , Δ

Now leave the password screen and re-enter it. Enter any of these codes to produce the desired effect...

Play All Movies - \square , \times , \square , Δ , \square , \times

Infinite Shield Code - \square , \square , \square , \square

\square , Δ , \times

Invincibility Code - Δ , \times , Δ , \square , \square

\square

Level Select - \square , \square , Δ , \times , \square , \square

Level 2: Δ , \square , \square , \square , \square , \square , \times

Level 3: \times , \square , \square , \square , \square , \times

Level 4: \times , \square , \square , \square , \square , \square , Δ

Level 5: \square , \square , Δ , \times , \square , Δ

Level 6: Δ , \times , \times , \times , \square , Δ

Level 7: \square , \square , Δ , \times , Δ , \times

Level 8: \square , \square , \times , Δ , \square , \square
Level 9: Δ , \times , \times , Δ , \square , Δ
Level 10: \times , Δ , \square , \square , \square , \times
Level 11: \square , \square , \times , \times , \square , \times
Level 12: \times , Δ , \times , \square , \square , \times
Level 13: \times , \times , \square , Δ , \square , Δ

FELONY 11-79

ALTERNATE CAMERA VIEW

For a long-distance view, hold Select and press Δ during play.

ALL VEHICLES

First, make sure you have two controllers plugged in and delete any *Felony 11-79* files from your memory card. On the main menu, on controller 2, hold Δ and quickly press R1 + R2 + L2 together (then release, while still holding Δ), R2, L2, R1. If it's worked you'll hear a rumbling sound. You can now select all the extra vehicles.

FIFA '96

SECRET OPTIONS

First, start the game, then pause it and select the options from the menu. Then enter one of the following codes. You should hear a 'click' if the code has been entered correctly. Exit the options menu, going back to the menu with 'Resume Game'. Press \square and you should get a secret options menu. You can then use Left/Right to adjust the settings. The ghosted options will require activating with further codes.

Invisible Walls \times , \times , \times , Δ , \square , \square , \square , Δ

Curve Ball Δ , \square , \times , Δ , \times , \times

Super Power Δ , \square , Δ , Δ , Δ , Δ , Δ , Δ

Super Goals \square , \square , \square , \square , \square , Δ , Δ , Δ , Δ

Super Offence \square , \square , \square , \square , \square , \times

Super Defence Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ

Shoot-out \square , Δ , \square , \times , \square , Δ

Stupid Team \square , Δ , \times , \square , Δ , \times

Crazy Ball \times , \square , Δ , \times , \times , Δ , \times

Dream Team \square , \square , Δ , \times , \times , \square , \square

These extra codes need to be input the same way as before, but to access the options, quit the game and then go to the 'Options' menu. The new options appear at the bottom.

Formal Wear \square , Δ , \times , \square , Δ , Δ , \times , Δ

Federation (Data and Spock) \square , Δ , \times , \square , Δ , Δ , \times , \times

Dynamic Duo (Batman and Robin) \square , Δ , \times , \square , Δ , Δ , \square

Default Colour Palette \square , Δ , \times , \square , Δ , Δ , \times

Invisible Players \square , Δ , \times , \square , Δ , Δ , \times

Oktoberfest \square , Δ , \times , \square , Δ , Δ , Δ

EA Custom \square , Δ , \times , \square , Δ , Δ , \square , \square

Dream Team \square , \square , Δ , Δ , \times , \times , \square , \square

FIFA '97

ALTER SHADOWS

Start a match, then go to the instant replay mode. Hold R1 and move the D-pad ϕ and δ . This lets you change the size of your players' shadows. Now exit out of the replay and continue.

MOTTY PLAYING

To see John Motson or the EA crew play football, go to a friendly match, choose the USA league and select Dallas or New York.

MOTTY SINGING!

Select track 6 on audio CD player.

FIFA ROAD TO WORLD CUP '98

UNLIMITED PLAYER ATTRIBUTES

On Player Edit Screen, press L1, L2, 5, n, 5 for infinite points to allocate skills.

MO' MONEY

Select Customise Squad, then Team

Edit. Pick the club side of your choice and press \square , \times , \square , L2, L1. You can now highlight the club's money and increase it to however much you want. To save time, and for really big money, hold g to reduce it past zero, so it wraps round to £999,999,999K.

However, a maximum of £131,000K appears when you visit the Club Transfers screen to buy some world-class players, so it's best to customise a top team such as AC Milan. Note: Once you've altered your money, don't toggle the Shirt/Shorts/Socks or it'll return to the original amount.

TOE PUNT

At the team selection screen quickly press R1, L1, ϕ , ϕ , ϕ . At first nothing will happen, but when you are playing, the kicks will go higher and further.

Note: This only works in Friendly, Road To World Cup '98, League, and Training modes.

THE FIFTH ELEMENT

CHEAT MENU

1. Press L1, L2, R2, R1, Select at the main menu - a sound will confirm correct code entry.
2. Select New Game and a cheat menu will appear with level select, unlimited lives & shield, all weapons & items, and FMV sequences.

FIGHTING FORCE

CHEAT MENU

Hold ϕ + \square + L1 + R2 at the main menu. The words 'Cheat Mode' will appear at the bottom of the screen to confirm that it has worked. Go to the options screen and you'll now be able to select invincibility and any stage you want to play.

FIGHTERS' IMPACT

ALTERNATE COSTUMES

Highlight a fighter, then hold \square + \square and press Start.

SMALL CHARACTERS

Highlight a fighter on the character selection screen. Then hold ϕ + \times + \square and press Start.

DEFORMED CHARACTERS

Push Select (x10) at the title screen. A chime will confirm correct code entry.

PAPER CUT-OUT STYLE CHARACTERS

Push ϕ (x10) at the title screen. A chime will confirm correct code entry.

STICK FIGURE CHARACTERS

Push ϕ (x10) at the title screen. A chime will confirm correct code entry.

HIDDEN CHARACTERS

Complete the game four times to unlock the four hidden characters.

FINAL DOOM

ALL WEAPONS & AMMO

Pause game, press: \times , Δ , L1, ϕ , ϕ , R2, ϕ , ϕ

INVINCIBILITY

Pause game, press: ϕ , L2, \square , R1, ϕ , L1, ϕ , \square

LEVEL WARP

Pause game, press: L1, R2, L2, Δ , L1, \square , \times

X-RAY VISION

Pause game, press: L1, R2, L2, R1, ϕ , Δ , \times , ϕ

MAP ALL OBJECTS

Pause game, press: Δ , Δ , L2, R2, L2, R2, R1, \square

ALL MAP LINES

Pause game, press: Δ , Δ , L2, R2, L2, R2, R1, \square

LEVEL PASSWORDS

Level/Health/Armour/Weapons/

Password/Title

2/125%/200%/All/

LB173PPWPM/Virgil

3/200%/200%/All/

ZSNDHGW820/Canyon

4/200%/200%/All/

K55WZ4H4RKH/Combine

5/150%/200%/All/

J1670JKJG/Catwalk

6/200%/200%/All/

5VJTM00W64/Fistula

7/200%/200%/All/

4FHDW39X35/Geryon

8/200%/200%/All/



Materia Keeper/Nibel Mountains

16/Magic Breath/
Stilve/Frozen Mountains

17/????/
Jersey/Nibelheim Mansion

18/Goblin Punch/
Goblin/Goblin Island

19/Chocobuckle/
Chocobo/Any Tracks

20/L5 Death/
Parasite/North Crater

21/Death Sentence/
Bound Fat/Zango Valley

22/Roulette/
Death Deale/North Crater

23/Shadow Flare Weapons/
Dragon Zombie/North Crater

24/Pandora's Box/
Dragon Zombie/North Crater

EASY CHOCOBO RACES

Hold L1 + L2 + R1 + R2 while

racing for an easy victory.

BARRET LUCKY SEVENS CHEAT

Get Barret to level 70 and equip

him with the Missing Score and

Wizard Bracelet, then give him the

following materia:

5 x HP plus (1 star)

Summon Phoenix (2 stars)

Time (2 stars)

Barrier (2 stars)

Full-Cure (2 stars)

Destruct (3 stars)

You may then equip Barret with as

much yellow materia as you wish

as this doesn't affect his hit

points. Using this combination,

Barret will get a HP score of

7777, which will allow him to

inflict 7777 damage as a strike.

PRODUCE 99 ITEMS

To use this cheat you must have W-

Item materia and at least two of the

item you wish to produce. When you

are in a battle, highlight the item

you wish to produce and press the

following button combination: O, O,

O, X, then continue to press O, X

repeatedly.

You can use this method to

increase your cash. Simply go to the

chocobo sage's house and buy two

syllis greens. Use the method above

to give yourself 99 of them, then

sell them all for 2,500 gil apiece!

ENEMY SKILL CHOCOBUCKLE

1. You need to have the L4 Suicide

Enemy Skill.

2. Go to the Chocobo stables and

buy two Mimett greens.

3. Go to the tracks near Mideel

and wander around: eventually a

Chocobo will appear.

4. Kill off all but one of the

enemies with the Chocobo still

there (you can feed it any greens

apart from mimetts up to this

point).

5. Feed the Chocobo one of the

Mimett greens and use L4 Suicide

on both the enemy and the

Chocobo.

6. The Chocobo will now use

Chocobuckle on the person who

activated the L4 Suicide.

FIRESTORM:

THUNDERHAWK 2

South America 1: Arms Running

1.....PVH7CVEEBDU4I

2.....DRHVS93EFDG5LQ

3.....3BH3SV6GEJD24UA

South America 2: Stealth Down

1.....63G1SU4AAVTE5DQ

2.....SFGTSU96AVTA4RI

3.....U7GTSU96AVTM5M2

Cen America: Recapture Town

1.....BFGPS1JUI7QE51Q

2.....DRGPS1MQI7QA4L2

3.....SFGPS1IMJGQMS6I

Middle East 1: Recapture

Territory

1.....4VHVS7TEQNDE4QA

2.....77H8S6N6GNDAS1A

3.....23G1S69QQORDM4H2

Middle East 2: Oil Dispute

1.....BFF9S1FU7HUE49G

2.....CJF1S1667LUA5DI

3.....FFQS16P7PUM47A

4.....HRF0S12L7TUISIQ

South China Sea

1.....URGPS1IA3BUE5QA

2.....M3F9S1LG3FUA4NA

3.....ONF9S1FU3FUM4JA

Panama

1.....93G5SD9UNGGE40A

2.....VVG5SHUENGGA4SQ

3.....JNGH4CPUNKGM5TI

Eastern Europe

1.....L3GG4406V0EE5R1

2.....F7GK5S2QV0EA41A

3.....27GK5QUMV4EM58Q

Final Password

This code lets you to watch the

end-of-game sequence:.....

1NOK20T5326M4MA

FIRE AND KLAOW

PASSWORDS

Back alley.....MOOMIN

Back street.....MOONPIG

Back street B.....MOONPINEON

Back roof.....SNUFFKIN

Main street.....LITTLE_MI

Main street B.....LITTLE_MO

Vinnie's scrap yard.....SOUP_DRAGON

Vinnie's scrap yard B.....

SUPER_DRAGON

FORMULA 1

BONUS TRACK

Choose a Single Race in either

Arcade or Grand Prix Mode. Select

any team, driver and track. When

you reach the Race Qualify screen

(Practice/Qualify/Race), hold down

Select and press (quickly, as with

all the following codes): O, O, O,

Δ, Δ, O, O, O.

A message will appear to

indicate it's worked. Now start the

current race and abandon it.

Choose a Single Race in Arcade

Mode again and, when you reach

the Circuit Select screen, flick

through the tracks to find the

Grand Champion Bonus Track - in

the shape of an F1 car!

LAVA MODE

On the Race Qualify screen in a

Single Race (as before), hold down

Select and press: O, O, O, O, O,

O, X. A message will appear to

indicate that Lava Mode is

activated. When you start the race,

the track will now be made out of

red-hot lava (well, it's coloured red

anyway!), while bright orange

flames stream from your rear tyres

(achieved via a clever colour change

for the usual smoke effect).

Meanwhile, the rest of the scenery

has been burnt to a cinder.

To leave Lava Mode, simply re-

enter the code on the Race Qualify

screen - a message will indicate it's

been deactivated.

BUGGY MODE

Again, on the Race Qualify screen

in a Single Race, hold down Select

and press:

O, O, Δ, O, O, O, O, Δ

A text message will indicate the

mode has been activated. When the

race starts, the usual cars are

replaced by buggies (formed by a

reduced car body and larger

wheels). Although the handling and

performance seems to be

unaffected, overtaking is now made

slightly easier by the reduced width

of the vehicles. To return to the

normal cars re-enter the code on the

Race Qualify screen.

BIKE MODE

Choose a Single Race, then on the

Race Qualify screen hold down

Select and press: O, O, O, Δ, O,

O, O, Δ

A message appears to show Bike

Mode's been activated. When you

begin the race, the cars have been

replaced by 'bikes' made out of two

car wheels, one in front of the

other! Again, the handling and

performance is unaffected, and you

can still bump into the invisible body

of each car! It's a good laugh

though. To return to normal cars,

simply re-enter the code back on the

Race Qualify screen.

GIBBERISH MODE

On the Race Qualify screen in a

Single Race, hold down Select and

press:

O, O, O, O, O, O, O, O, O, O

This cheat totally garbles the

commentary, making Murray

Walker talk gibberish (so what's

new?! - only kidding, Murray).

Instead of describing the action, he

comes out with totally unrelated

random samples; eg "He's hit the

tyres!" when you're still revving up

on the starting grid.

GERMAN MODE

On the Qualify screen in a Single

Race, hold down Select and press:

O, O, O, O, O, O, O, O, O, O

Instead of Murray's scintillating

race commentary, you get some

German geizzer prattling away

monotonously as if it were a bowls

match or something. Don't get too

excited, mate!

SPANISH MODE

On the Race Qualify screen in a

Single Race, hold Select and press:

O, O, O, O, O, O, O, O, O, O

MODE MIXING

Most of the cheat modes can be

combined. For instance, you can

have buggies racing in the fiery

Lava Mode, as long as you enter

the latter code last.

FORMULA 1 '97

ARCADE HIDDEN TRACKS & '60S

MODE

To reveal the hidden track in each

arcade difficulty you must place

first in every single race.

CHEATS

To activate the cheats, simply

select 'Grand Prix' from the main

menu. Then choose 'Select Driver'.

Now edit that driver's name and

enter the following names for the

desired effect:

Virtual Reality Style Graphics

VIRTUALLY VIRTUAL

Background Music & New Sound FX

SWAP SHOP

Overinflated Tyres

LITTLE WEELZ

Wipeout 2097' Mode

PI MAN

Helicopter Viewpoint

ZOOM LENSE

Murray & Martin Sprite

Commentators

BOX CHATTER

Four Extra Tracks

BILLY BONUS

Frogs Instead Of Raindrops

CATS DOGS

Round 16 in Championship

OEAN ALESI

(200 Points, 2nd Place)

NEAN ALESI

(0 Points, Last Place)

PEA ALESI

(200 Points, 3rd Place)

QEAN ALESI

(200 Points, 4th Place)

EXTRA VIEWS

You can access the different views,

as in the original F1. When on the

track, pull into the side and press

Select on controller 2 to bring up

the views menu. Note: It won't

work if your car is in the pits - you

must be on the track.

FORSAKEN

CHEATS MENU

1. On the main menu, highlight

'

the biggest database of tips, cheats and codes in any magazine



lives by going to the two secret areas over and over. First you need to run through and get all the collectables and free men. Go to the area above the camera and get the bonus area. Run through and get everything again, then go to the area that you have to crawl through and get the collectables and get the free man by running and jumping where the portal shows up. Run and jump again above the moon: there you will find another portal, but only go there after you have gone through the level at least once, then everything will be replaced.

INFINITE LIVES 2

In the stage 'Rock It' in New Toonland, right after the third camera, jump onto the rocket. There is a downwards-pointing arrow made with flies. Jump down and there should be a hole there. Once down in the hole, hit the yellow thing to the left with your tail to make it purple. Now there is an opening to the right. Inside is four extra lives and a remote control. Get them. Now jump into the spikes and die. You will start back at the camera. Jump back into the hole and repeat the above steps. Each time you die, the lives reappear so you can get as many as you want.

PAUSE CHEATS

Hit pause, press and hold R1, then enter the following codes:
 Infinite Lives X, O, Δ, φ, φ, □, φ
 Fire Balls X, φ, φ, φ, φ, φ, φ
 Ice Balls O, O, φ, φ, φ, φ, φ
 Electricity φ, φ, φ, φ, φ, φ, φ
 Super Jump X, O, φ, φ, φ, φ, φ

Invincibility X, □, φ, φ, φ, φ, φ

GHOST IN THE SHELL

MISSION SELECT & ALL FMV

At the main menu, quickly press: R2, R1, □, □, φ, φ, □, R2, R2. You'll hear a sound if you've done it right. You can now select any mission. To view all the FMV sequences, select Options, then Movie Replay.

HIDDEN MOTOKO KUSANAGI PICTURE

Finish all missions without continuing to view a bonus picture after the ending credits.

G-POLICE

INVINCIBILITY

During the 'Mission Briefing Screen' hold L1 + L2 + R1 + R2 + O + Δ + □ and press φ. A sound should follow, confirming that the code was entered correctly. The only drawback to this cheat is that the game will not progress past the current mission when it's active.

ALL WEAPONS, UNLIMITED AMMUNITION

During the 'Weapons Loadout Screen' hold L1 + L2 + R1 + R2 + O + Δ + □ and press φ. A sound should follow, confirming that the code was entered correctly. Again, the drawback is that the game won't progress past the current mission when this cheat is active.

SECRET MISSIONS

To reveal all six secret missions, simply enter PANTALON on the password screen. The word 'Cheat' will appear in the bottom right corner of the screen to confirm that the code was entered correctly. The secret missions can be found within the 'Training Missions' menu.

OTHER EFFECTS

The following three codes are also entered on the password screen: SUPACAM - new camera angle
 BENIHILL - high-speed traffic
 WOODWO - police siren

GOALSTORM

Special Konami Team

To play with a top-notch Konami team, simply do the following cheat on the 'Press Start' screen, with the two footballers on it. φ, φ, φ, φ, φ, φ, φ, φ, X and O. By inputting the code on pad 1, the team will have the home strip on, and with pad 2, the players will be wearing the away strip. Now select any team and when they get on the pitch they'll have Konami strips on and look like they've got paper bags on their heads.

GRAN TURISMO

ARCADE MODE

Extra Tracks (Easy Mode)

To reveal an extra four tracks (Autumnring, Deep Forest, SS R5, and Grand Valley Speedway) you need to win all three classes (A, B & C) on the first four tracks: High Speed Ring, Trial Mountain, Grand Valley East, and Clubman Stage 5.

Extra Cars (Easy Mode)

Japanese Version

As you complete each new track (see above), you'll receive an extra car dealer to choose from. They are: Autumnring - Aston Martin; Deep Forest - Chevrolet; SS R5 - Chrysler Corporation; Grand Valley Speedway - TVR.

Extra Cars (Easy Mode)

European Version

Like above, but the extra dealers to choose from are: Toyota, Subaru, Dodge, and TVR.

Arcade Mode Ending Movie

(Normal Mode)

In order to open up the ending credits, you need to win all eight tracks on all three classes.

GT Hi-Fi (Hard Mode)

The final bonus item in arcade is this higher resolution mode. Although there are only three tracks to race: Clubman Stage Route 5, Special Stage Route 5, and Special Stage Route 11.

GRAN TURISMO MODE

GT Hi-Fi

By winning the Gran Turismo Movie Cup you'll open up the GT Hi-Fi option - this is instead of receiving a car. To view the choice of tracks, simply click the 'Next' button within the Special Events selection; it is to the right of the endurance races.

GRAND THEFT AUTO

CHEAT CODES

Enter the following player names to enable various cheat effects.
 Enter BSTARD for all weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, coordinate display, maximum wanted level, 5x bonus.

Enter THESHIT for all weapons, unlimited ammo, level select, 99 lives, armour, get out of jail, 5x bonus.

Enter MADEMAN for all weapons, unlimited ammo, level select, armour, get out of jail.
 Enter GROOVY for all weapons, unlimited ammo, armour, get out of jail.

MAXIMUM WANTED LEVEL

Enter EATTHIS as a player name to set the wanted level to four.

DISPLAY COORDINATES

Enter BLOWME as a player name.

NO POLICE

Enter CHUFF as a player name.

ALL CITIES

Enter TURF as a player name.

ALL CITIES (1 & 2)

Enter CAPRICE as a player name.

CITY SKIP

Enter WEYHEY as a player name to instantly collect 9,999,990 points.

LIBERTY CITY LEVEL (1 & 2)

Enter FECK as a player name.

LIBERTY CITY (1 & 2) & SAN

ANDREAS LEVELS

Enter TVTAN as a player name.

ALL LEVELS EXCEPT VICE CITY 2

Enter URGE as a player name.

GOD CHEAT

Enter Your name as HANGTHEDJ and you can follow the red arrows to view all the endings.

MORE CHEATS

Enter these as your name:

SATANLIVES - 99 lives

INGLORIOUS - all cities

EXCREMENT - x5 multiplier

PECKINPAH - armour, all weapons, get out of jail free key.

SKYBABIES - partial level select

FREE CAR BOMB

Even if you have no money, you can still get a car bomb fitted. Just drive into the shop and when the bloke says you haven't got enough money, he'll still have given you the bomb!

HARDCORE 4X4

Select Time Trial from 'Race Type' on the menu, then start time trial. Select 'Edit Details' and then 'Edit Name'. Now enter the special codewords:

CHOOSE RACE CLASS

Enter 'MAINLINE' to choose the other race classes, pro and extreme. This also enables the Mother truck.

RAINING FROGS!

Enter 'RAINFROG'.

SECRET ASTEROIDS

Enter 'DUTCHMAN'. Now by pressing Δ, go back until you can select Options from the first menu. Select 'Credits' to play a special game of Asteroids. The controls are X for fire and O to thrust.

HEART OF DARKNESS

LEVEL & SCREEN SELECT

Hold L1 + L2 + R1 + R2 on controller 2 and turn on the PlayStation. Keep the buttons pressed and select Options from the main menu. Choose the 'Load Game' option to select any level, then any starting point!

You can also view all the FMV sequences by selecting 'Show Cinematics' from the Options menu.

HERCULES

L2 The Hero's Gauntlet.....Serpent, Medusa, Centaur, Minotaur, Archer

L3 Centaurs' Forest.....Centaur, Hercules Silhouette, Minotaur, Archer

L4 The Big Olive.....Centaur, Coin, Serpent, Hercules Silhouette

L5 Hydra Canyon.....Coin, Gladiator Helmet, Centaur, Soldier

L7 Cyclops Attack.....Gladiator Helmet, Pegasus, Hercules Silhouette, Archer

L8 Titan Flight.....Soldier, Coin, Lightning Bolt

L9 Passageway Of Eternal Torment.....Medusa, Soldier, Centaur, Pegasus

L10 Vortex Of Souls.....Soldier, Lightning Bolt, Soldier, Centaur

View All Movie Clips.....Pegasus, Soldier, Centaur, Soldier

HEXEN

Enter the options screen from the main menu and select 'Pad Config'. Hold R2 and press φ, φ, φ, Δ, X at the pad configscreen.

A sound will confirm correct entry. Begin playing and pause. Use the 'Cheat' selection from the menu to access God mode etc.

IMPACT RACING

DISCO FEVER

After completing the game, you're rewarded with a clever extra feature: the Virtual Jukebox! This lets you take out replace the game disc with any music CD and watch a load of coloured patterns on screen, reacting in time to the beat. Press Select to see the music info and left/right to change tracks.

To go to the jukebox from the start, input 'JOURNEYS.END' on the password screen. Extra special passwords can be found by completing the game on each of the skill levels.

LEVEL PASSWORDS

As passwords are only given upon completing bonus levels, they're extremely precious. Here are few to get you started.

000G4KBOM04Q

Level 2, AR12, Double Laser

1MAT6XCE30IL

Level 4, AR12, Missiles

0ZMAGKDS00HG

Level 8, AR12, Quad Laser

000G73BK26XK

Level 2, Destroyer, Double Laser

01F96MBWA79K

Level 3, Destroyer, Missiles

02M04CCL084A

Level 5, Destroyer, Quad Laser

03HAV2DCMDU2

Level 7, Destroyer, Firewall

DEBUG MODE

Enter RABBITBADGER on the password screen to make 'Debug Mode' appear at the bottom of the main menu. This enables you alter the time limits, number of power-ups, enemy intelligence, and even switch the track type for each level.

FULL WEAPONS

Enter ALL.TOOLEDUP on the password screen and start the game. You will have a fully supply of all the special weapons.

BONUS LEVELS

Enter BONUS.LEVELS on the password screen and start the game. Instead of playing the main tracks, you will play each bonus level in turn. This is a great way to practise them.

INVINCIBILITY

Go into the password section and enter: I.AM.IMORTAL

When you start the game you'll be invincible.

INFINITE WEAPONS

Enter LOADSOFTUFF on the password screen for infinite ammo.

FINAL LEVEL

Enter ENDGAMELEVEL on the password screen.

THE INCREDIBLE HULK

World/Easy/Hard

CASTLE/70000F630A/

60080FFB85/80100F8401

ICE/A0000A352F/

90080ACDAA/80100A5626

UFOS/C000010759/

B008019FD4/0010012850

MAESTRO/300006D8BD/

F01005616D/101005F9E8

INDEPENDENCE DAY

After entering a password, enter the game selection screen and quickly press: φ, φ, φ, □, O, Δ, Δ, φ.

PLANE SELECT

Enter MR.HAPPY as a player name

(where ' ' indicates a space).

CITY SELECT

Enter FOX_ROX as a player name.

INVINCIBILITY OPTION

Enter LIVE_FREE as a player name.

FAST RELOAD, DAMAGE BONUS, & WEAPONS OPTIONS

Enter GO.POSTAL as a player name.

KILL CIVILIANS & WINGMAN OPTIONS

Enter GODZILLA as a player name.

EXTRA OPTIONS

Enter TOURIST as a player name.

CHEAT MODE

Enter DAB.DAB as a player name.

PASSWORDS

Mission/Easy/Medium/Hard

WASHINGTON/DBKHN/

DBKMO/DBKGO

NEW YORK/GBKHW/

GBKMX/GBKQX

PARIS/LLSHW/LLSMX/LLSQX

MOSCOW/NL9HW/

NL9MX/NL9QX

TOKYO/R39JD/R39NF/R39RF

QAHU/T59HW/T59MX/T59QX

LAS VEGAS/Z99HY/

Z99MZ/Z99QZ

MOTHERSHIP/399HG/

399MH/399QH

INDY 500

EXTRA MENU ITEM

Press O, X, Δ, □ three times at the title screen.

DRAG RACE

For one-player mode, highlight the 'Qualify' option on the Indy 500 mode screen and hold L1 + L2 + R1 + R2 + Start. For two-player mode, hold L1 + L2 + R1 + R2 + Start at the handicap screen.

ALTERNATE REPLAY VIEWS

Hold Select and press L1, L2, R1, R2, Δ, □, or X during the replay.

INTERNATIONAL SUPERSTAR

SOCCER DELUXE

DOGGY CHEAT!

Enter the following code on the title screen: φ, φ, φ, φ, φ, φ, φ, φ, X + O. If the cheat has worked, you should hear a bark. Now when you start a match, the ref and linesman will have turned into dogs! Don't expect any favours from men's best friends though - you'll still get booked for fouling on the pitch. It's a wonder the fans don't chant 'The referee's a spaniel!'

INT. TRACK & FIELD

CHANGE SWIMSUITS

On the Game Select screen, highlight 100m Freestyle, then press φ, φ, φ, φ, φ, φ, φ, φ, O, X. When you start the swimming, the swimsuits will be changed to bikinis!

HIDE GAUGES

1. Go to the title screen.
 2. Choose Start.
 3. Enter any event and pause the game.

4. Hold L1, L2, R1, R2, □, X, Δ, O
 5. While still holding them, press φ or φ repeatedly to get the gauges to move off the screen.

GUEST APPEARANCES

Here's how you can see everything from Space Shuttles to dinosaurs. Pole Vault - Space Shuttle

1. Clear the qualifying height (4.5 metres).

2. On the second attempt, set the pole to 5.0 metres and clear it.
 3. On the next pole setting, a Space Shuttle will fly by.

Shot Put - T-Rex

1. Get a distance that is composed of all the same digits (eg '55.55').
 2. A huge T-Rex will visit the stadium. Javelin - UFO



Super Run Jumps

Joypad 1: Tap \square x 3, Δ x 2, \circ x 1
 Joypad 2: Tap \square x 7, Δ x 8, \circ x 9

Combos Disabled

Joypad 1: Tap \square x 7, Δ x 2, \circ x 2
 Joypad 2: Tap \square x 7, Δ x 2, \circ x 2

Special Moves Disabled

Joypad 1: Tap \square x 5, Δ x 5, \circ x 5
 Joypad 2: Tap \square x 5, Δ x 5, \circ x 5

Fast Uppercut Recovery

Joypad 1: Tap \square x 6, Δ x 8, \circ x 8
 Joypad 2: Tap \square x 4, Δ x 3, \circ x 3

Super Endurance Mode

Joypad 1: Tap Δ x 2, \circ x 4
 Joypad 2: Tap \square x 6, Δ x 8, \circ x 9

Player 1 Inflicts Half Damage

Joypad 1: Tap \square x 3, Δ x 9

Player 2 Inflicts Half Damage

Joypad 2: Tap \square x 3, Δ x 9

Both Players Inflict Half Damage

Joypad 1: Tap \square x 3, Δ x 9

Joypad 2: Tap \square x 3, Δ x 9

Power Bars Slowly Regenerate

Joypad 1: Tap \square x 9, Δ x 7, \circ x 5
 Joypad 2: Tap \square x 3, Δ x 1

Real Kombat

Joypad 1: Tap Δ x 4

Joypad 2: Tap Δ x 4

Throwing Disabled

Joypad 1: Tap \square x 1

Joypad 2: Tap \square x 1

Blocking Disabled

Joypad 1: Tap Δ x 2

Joypad 2: Tap Δ x 2

Player 1: Quarter Energy

Joypad 1: Tap \square x 7, \circ x 7

Player 2: Quarter Energy

Joypad 2: Tap \square x 7, \circ x 7

Player 1: Half Energy

Joypad 1: Tap Δ x 3, \circ x 3

Player 2: Half Energy

Joypad 2: Tap Δ x 3, \circ x 3

No Life Bars

Joypad 1: Tap \square x 9, Δ x 8, \circ x 7

Joypad 2: Tap \square x 1, Δ x 2, \circ x 3

No Fear

Joypad 1: Tap \square x 2, Δ x 8, \circ x 2

Joypad 2: Tap \square x 2, Δ x 8, \circ x 2

Gives hints for Midway pinball game

Theatre Of Magic

Joypad 1: Tap \square x 9, Δ x 8, \circ x 7

Joypad 2: Tap \square x 6, Δ x 6, \circ x 6

Gives hints for Midway pinball game

No Knowledge

Joypad 1: Tap \square x 1, Δ x 2, \circ x 3

Joypad 2: Tap \square x 9, Δ x 2, \circ x 6

Displays text message only

Unlimited Run

Joypad 1: Tap \square x 4, Δ x 6, \circ x 6

Joypad 2: Tap \square x 4, Δ x 6, \circ x 6

Run bars stay at maximum for both rounds

Quasi-Randper Kombat

Joypad 1: Tap \square x 4, \circ x 6

Joypad 2: Tap \square x 4, \circ x 6

Fighters randomly morph into other characters

Dark Kombat

Joypad 1: Tap \square x 6, Δ x 8, \circ x 8

Joypad 2: Tap \square x 4, Δ x 2, \circ x 2

Screen is dark and flashes on briefly when a hit is registered

Psycho Kombat

Joypad 1: Tap \square x 9, Δ x 8, \circ x 5

Joypad 2: Tap \square x 1, Δ x 2, \circ x 5

Combination of both Dark Kombat and Quasi-Randper Kombat

Play Galaga

Joypad 1: Tap \square x 6, Δ x 4, \circ x 2

Joypad 2: Tap \square x 4, Δ x 6, \circ x 8

Play a brief game of Galaga. Three lives, any button fires

Fight Smoke

Joypad 1: Tap \square x 2, \circ x 5

Joypad 2: Tap \square x 2, \circ x 5

Winner of first round fights Smoke

Fight Noob Saibot

Joypad 1: Tap \square x 7, Δ x 6, \circ x 9

Joypad 2: Tap \square x 3, Δ x 4, \circ x 2

Winner of first round fights Noob Saibot

Fight Motaro

Joypad 1: Tap \square x 9, Δ x 6, \circ x 9

Joypad 2: Tap \square x 1, Δ x 4, \circ x 1

Winner of first round fights Motaro

Fight Shao Kahn

Joypad 1: Tap Δ x 3, \circ x 3

Joypad 2: Tap \square x 5, Δ x 6, \circ x 4

Winner of first round fights Shao Kahn

MORTAL KOMBAT 4

KOMBAT KODES

111-111 Free Weapon

One weapon drops into the centre at the beginning of the match.

100-100 Throwing Disabled

No throws or bone-breakers.

444-444 Armed and Dangerous

Start off with your weapons drawn.

666-666 Silent Kombat

No background music.

050-050 Explosive Kombat

Last hit causes loser to explode.

222-222 Random Weapons

Start with another weapon at random, rather than default.

123-123 No Power ??

Start off with just a bit of energy above 'Danger' level.

555-555 Many Weapons

Weapons drop all over the stage.

060-060 No Rain

No rain on the Wind World stage.

002-002 Weapon Kombat

Both players never drop their weapons.

012-012 Noob Saibot Mode

Play as Noob Saibot

020-020 Red Rain

Rains blood at the Wind World stage.

010-010 Maximum Damage

Disabled No Maximum

Damage limit for Kombos.

110-110 Throwing and Max.

Damage Disabled

No Throws and Maximum Damage

Kombo Limit.

011-011 Kombat Zone:

Goro's Lair Play at Goro's Lair stage.

022-022 Kombat Zone:

The Well Play at The Well stage.

033-033 Kombat Zone:

Elder Gods Play at The Elder Gods stage.

044-044 Kombat Zone:

The Tomb Play at The Tomb stage.

055-055 Kombat Zone:

Wind World Play at Wind World stage.

066-066 Kombat Zone: Reptile's

Lair Play at Reptile's Lair stage.

101-101 Kombat Zone: Shaolin

Temple Play at Shaolin Temple stage.

202-202 Kombat Zone: Living

Forest Play at Living Forest stage.

303-303 Kombat Zone: The Prison

Play at The Prison stage.

313-313 Kombat Zone: Ice Pit

Play at Ice Pit stage.

001-001 Unlimited Run

Get an unlimited Run meter.

321-321 Big Head Mode

The characters have oversized heads.

CHEAT MENU

Step 1: In a 2-Player game, enter the Kombat Kode '302-213' at the Vs screen, then quit the game.

Step 2: At the Options menu, highlight 'Versus Screen' and hold Block + Run until the Cheat Menu appears up.

Endings - When activated, you will get to see your character's ending after winning only one match (the first CPU opponent on the ladder is treated as the boss).

Fatalities I - When activated, Hold Δ and Press HP after 'Finish Him/Her' to do your character's first Fatality.

Fatalities II - When activated, Hold Δ and Press HP after 'Finish Him/Her' to do your character's second Fatality.

Stage Fatalities - When activated,

Hold Δ and Press HP after 'Finish Him/Her' to perform a Stage Fatality.

Note: If you're fighting on any stage other than The Prison, you will perform the Ceiling Spikes Fatality that is normally only done in Goro's Lair. This also includes the two stages with open skies: Wind World and Ice Pit.

PLAY AS GORO

Step 1: Finish the game using Shinnok as your character.

Step 2: At the character select screen, choose the 'Hidden' icon.

Now move up to Shinnok with your now-invisible cursor, and choose him using Block + Run; you will have actually chosen Goro as your character.

Note: In a 2-Player game, only one player can be Goro. Whichever player performed Step 2 first will be Goro.

Play As Goro in Group Mode

To play as Goro in Group mode, first complete Step 1. Now in Group mode - on Shinnok's turn - choose Hidden, then select Group the same way you would choose Shinnok in Step 2.

PLAY AS NOOB SAIBOT

Step 1: Finish the game using Reiko as your character. Then in a 2-Player game, enter the 'Noob Saibot Mode' Kombat Kode, then quit the game.

Step 2: At the character select screen, choose the 'Hidden' icon, then move up to Reiko with your now-invisible cursor, and select him using Block + Run; you will have actually chosen Noob Saibot as your character.

Note: In a 2-Player game, both of you can be Noob Saibot.

Play As Noob Saibot in Group Mode

To play as Noob in Group mode, first complete Step 1. Now in Group mode, on Reiko's turn, choose Hidden and then select Group the same way you would choose Reiko in Step 2.

PLAY AS MEAT

Step 1: In a 2-Player game, keep selecting the 'Group' icon and win 15 matches with it. You will now have played as all 15 of the regular characters.

Step 2: Choose anyone on the character select screen; you will have actually chosen Meat as your character.

Note: If you have completed Step 1 of the cheat to Play As Goro, access Meat with the above two steps before going on to Step 2 of the Goro cheat. You will now be able to play as Goro using the Meat model.

STAGE SELECT IN 1-PLAYER GAMES

Step 1: Go to the Practice Menu and select the stage that comes before the one you would like to play.

Step 2: Start Practice and Quit. When you go to start a 1-Player game, you will start off at your desired stage.

MORTAL KOMBAT

MYTHOLOGIES SUB-ZERO

Urns Of Vitality Aplenty - NXCVSZ

Start On The Fortress Stage - ZCHRRY

(Boosts your experience to 20,000)

A Millennium Of Lives - GTTBHR

Take A Look At The Credits - CRVDTS

Wind Level - THWMSB

Earth Level - CNSZDG

Water Level - ZVRKDM

Fire Level - JYPPHD

Prison Level - RGTKCS

Bridge Level - GFTLWN

Fortress Level - XJKNZT

HAVE A RUCK WITH CHINNOK

If you get killed before you reach a checkpoint, hold L1 as you are in your death throes and when you reappear you'll be face to face with Chinnok.

MORTAL KOMBAT TRILOGY

ACCESS THE ? SCREEN

Go to the options screen and highlight any of the four boxes. Hold L1 + L2 + R1 + R2 and then hold Δ . If you've done it correctly you will here a 'boom'. You can now access the '?' in the options screen. Here are your selections:

1 Button Fatalities ON/OFF

Instant Aggressor ON/OFF

Normal Boss Damage ON/OFF

Health Recovery ON/OFF

Low Damage

ONE-BUTTON FATALITIES

To execute these, stand right next to your opponent and press any of the following buttons for the desired effect.

HP: Brutality

HK: Fatality 1

LK: Fatality 2

R2: Animality

R1: Friendship

L2: Babality

CHOOSE YOUR BACKGROUND

In the character select screen, highlight Sonya and hold the Start button, then press Up on the control pad. If done right, you'll hear a low exploding sound. After you choose your character, you'll also get to choose your background. If two players happen to be playing, whoever enters the code is the one who gets to choose the background.

SHAO KAHN'S TREASURE CHEST

After you beat Shao Kahn, you can choose a symbol.

Box 1: Character Endings

Box 2: Fight Chameleon

Box 3: MK1 Classic Endurance Kombat

Box 4: MK2 Classic Endurance Kombat

Box 5: Random Prize

Box 6: Fatality Demo 1

Box 7: Fatality Demo 2

Box 8: Fatality Demo 3

Box 9: Super Endurance Kombat (All Females & Robot Ninjas)

Box 10: Battle With Shokan Champions (Bosses)

Box 11: Mega Endurance Kombat (All Ninjas & Chameleons)

Box 12: Supreme Fatality QUICK EXIT

You can exit a game in the middle of any match by pressing the Start button and then Select. You'll then be asked if you want to continue with the fight or quit. Make your choice.

PLAY AS CHAMELEON

To reveal the hidden character Chameleon, pick either Human Smoke, Ermac, Classic Sub-Zero, Scorpion, Noob Saibot, Rain, or Reptile. Before the round starts, hold Δ + HP + HK + RU + BL.

Chameleon now has the abilities of the same colour ninja that he morphs into.



directions listed. You'll know it's worked if a programmer's head pops onto the screen.

SHOT % DISPLAY

Hold Extreme + Shoot and release on the Vs screen.

INFINITE TURBOS

Hold Turbo, then press Δ , Δ , Δ , and release Turbo.

NO TURBO METERS

Hold Turbo + Extreme, then press Δ , Δ , Δ , and release buttons.

REMOVE CROWD

Hold Extreme + Pass + Δ and release on the Vs screen.

TIP-OFF CODES

The following codes should be done at the tip-off, while the ref is walking out to throw the ball. They must be entered quickly without pressing any buttons too many times.

Computer Assistance Off

Extreme, Turbo, Pass x2

Beach Ball Mode

Pass x2, Turbo, Extreme, Turbo, Pass x2

It still goes in the net!

Quick Hands Mode

Pass x3, Turbo x3, Extreme x3, Pass x3

Max 3pt Mode

Pass x8, Extreme, Pass x7

Legal Goaltending

Extreme x8, Pass, Extreme x9

Dead-Eye Dick

Turbo x5, Pass, Extreme, Turbo x6

Super Rainbow Shot

Turbo x5, Pass x2, Turbo x6

Power Push

Turbo x2, Pass x2, Turbo x2, Pass x2, Turbo x2, Pass x2, Turbo x2

Max Speed

Extreme x10, Pass x3

KEEP RECORD CHEATS

These should be entered on the Keep Record screen as your name, by selecting the first two letters, then backspacing twice, putting in the next two letters and repeating until the complete code is entered.

Start At Playoffs

PL AY OF FS

Start At Finals

FI NA LS

2 Playoff Games Won

CH EE SY

3 Playoff Games Won

NO VI CE

45 Second Shootout

SH OO TO UT

Sound Test

KA ZO O

PROGRAMMER PLAYERS

Go to create a player and type in one of the names from the credits in the instruction booklet. Go to the free agent pool and sign him to a team. When you score a basket with this new player, the announcer will say his name.

NBA JAM TE

CHEATS

Select a team and, when 'Tonight's Matchup' appears, enter the code before 'Loading Game' appears.

BIG HEAD MODE

For heads just a little bigger than normal.

[Δ , X, O, Δ] x2

MAMMOTH HEAD MODE

Er... for incredibly big-headed people.

[Δ , Δ , O, X] x5

HUGE MODE

To turn the players into giants.

[Δ , X] x7

BABY MODE

Just to make them feel small.

[Δ , O] x3

GREAT BALLS OF FIRE

Turns your balls into er... great balls of fire as you dunk.

Δ , Δ , Δ , O, Δ , Δ

MAX POWER

Enhances the ability of your men.

Δ , Δ , Δ , Δ , X, X, Δ

POWER UP DEFENCE

To boost your defending ability.

Δ , Δ , Δ , Δ , Δ , Δ

FULL COURT JAMS

Δ , X, O, O, X

HIGH SHOTS

Δ , Δ , Δ , Δ , Δ , O x4, Δ

POWER-UP 3-POINTERS

Δ , Δ , Δ , Δ , Δ , Δ

POWER-UP OFFENCE

[Δ , O, Δ , Δ , O, Δ

PUSH ONE OPPONENT AND BOTH FALL

Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , O, O

PUSH ONE OPPONENT AND ONLY TEAMMATE FALLS

Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , O, Δ

QUICK HANDS

Δ , Δ , Δ , Δ , O

SHOT PERCENTAGE DISPLAY

Δ , Δ , Δ , Δ , Δ

SPEED UP

Δ , Δ , Δ , Δ , Δ , Δ , Δ , X, Δ

TELE-PASS

Δ , Δ , Δ , O, Δ , Δ , Δ , O, Δ

HIDDEN CHARACTERS

To play as these hidden characters, go to the name input screen and hold down the L1 and R1 buttons as you enter initials and dates.

Catling/CAT/JAN 2

Weasel/DAN/JAN 2

Goskie/GOS/JAN 6

Frank Thomas/FNK/JAN 8

Heavy D/HEA/JAN 9

Fumungus/GUN/JAN 11

Liptak/LIP/JAN 14

Blaze/BLZ/JAN 14

Larry Bird/LAR/JAN 15

Air Dog/AIR/JAN 21

Turmel/TUR/JAN 31

F Prince/FRS/FEB 2

Renaldo/REN/FEB 4

Higgins/TOM/FEB 19

Gray/ROB/FEB 23

Jax/JAX/MAR 1

Crunch/WOL/MAR 7

Carlton/CAL/MAR 25

Suns Mascot/APE/APR 2

Adrock/ADR/APR 6

Hill/ZIG/APR 7

Hutchinson/BAR/APR 9

MCA/MCA/APR 9

Sequoia/SAW/APR 10

Kabuki/KUB/APR 14

Prince Charles/CHA/MAY 4

Chow Chow/CHD/MAY 5

Tunniff/REV/JUL 6

Bill Clinton/BIL/JUN 3

Shelley/SHY/JUN 8

Moore/MOE/JUN 8

Pistol/WAN/JUN 10

Hugo the Hornet/HOR/JUN 12

Snake/SNK/JUN 15

Divita/DIV/JUL 3

Mike D/M/D/JUL 1

Gordon/GOR/JUL 3

Rivett/REV/JUL 6

McHugh/BAA/JUL 12

Brutah/GOW/JUL 17

D Falcus/DAZ/AUG 6

Max/LIZ/AUG 7

J Moon/JAY/AUG 24

Benny/BEN/SEP 20

Jazzy Jeff/JAZ/OCT 9

Facime/DEL/OCT 19

Boo-Boo/THI/NOV 1

H Clinton/HIL/NOV 6

J Falcus/JAS/NOV 16

Magic Hair/STH/DEC 8

Kirby/CHR/DEC 18

Mad Mike/MUS/DEC 24

Hodgeson/HOG/DEC 31

NBA LIVE '97

SECRET CHARACTERS

Type the name of the producers and programmers names in the 'Create A Player' option. Make sure you push Start at the last letter of each name otherwise it won't work. It will put them on the free agency list. It

won't count as a created player, so you can have all the producers and still make 40 new players.

Amory Wong/Allan Johanson
Brian Krause/Dom Humphrey
Daniel Ng/Robert White
Dan Scott/David Bollo
Sebastien Reinartz/Sheila Allan
Michael Vanasella/Casey O'Brien
Daryl Anselmo/Giovanni Sasso
Kim Gill/Mark Soderwall
Greg Allen/Cindy Green
David Laviolette/Adam MacKay-Smith
Traz Damji/Steve Royes
Crispin Hands/Jeff Mair
Sam Nelson/Ed Fletcher
Stan Chow/Tammy Williams
Michael Klassen/Marcus Lindblom
Dave Warfield/Ivan Allen
Brian Wideen/Brent Nielson
Aaron Grant/Renata Antonio
Zoe Quinn/Sean O'Brien
Novell Thomas/Al Murdoch
Ernie Johnson

SECRET CODES

This cheat is dead tricky to activate but worth it. After the game has started and you are at the Game Setup menu, press: L1, X, X, L1, X, Δ , R1, X, Δ , R1, O (which should take you to the Credits screen). Then hold (for a second or two) Δ + Δ + Δ to activate the secret codes.

Now start the game as normal and, as soon as it starts loading, hold L1 + R1 + Δ + X + Δ + O for as long as it takes for the secret code menu to appear. (Top tip: use a CD case to hold down the four fire buttons.)

1. On the secret code screen, L1 and L2 alter player height up/down. The number is in inches (min = 1.5 feet; max = 12 feet!). Note: Any height greater than 7'10" cannot slam the ball.

To change all the players on the cheat list, you must use a PlayStation Multitap with all controllers plugged in.

2. D-pad Δ and Δ control Chameleon mode (flashing colours).

3. Start and Select on controller 1 set the outdoor court on/off.

To exit the cheat area and go to the game, press Δ + X on controller 1.

NBA LIVE '98

SECRETS MODE

Start a new game and select any teams. When you reach the User Setup screen (with the controllers on it), press a to change 'Player 1' to 'Start New', then 5 to enter your name. Enter 'Secrets' and press Start to accept it. Press I to access the new Secrets option at the bottom of the screen. Highlight the 'Enter Secret Code' option and press 5.

Enter any of the following codes and press Start to make the relevant option appear on the Secrets menu. You can then toggle its setting by highlighting it and moving G/C.

Note: All codes are saved to memory if the game is saved immediately after entering them.

AQUA COURT

Enter 'Seaweed' as a Secret Code. Toggle the Aqua Court option on. The game will take place under water, with warped view and air bubbles, although the players still run around as quickly as normal.

HALLOWE'EN COSTUMES

Enter 'Scary' as a Secret Code. You can now toggle the Halloween Home option to Clown, Alien, or Mummy, to make the home team play in that costume.

Enter 'Freaky' as a code for the Halloween Away option, then toggle to the desired costume for the visiting team.

TEDDY BEAR PLAYERS

Enter 'Pin rocks' as a Secret Code. You're then asked a question about Pin: choose the 'He's both' answer. 'The Lovable Pin' will now appear in the menu. Toggle it on and press Start and you'll now be able to select an extra Halloween costume (for both home and away teams), called Lovable Pin. Select it to play the game with teddy bears!

CHAMELEON MODE

Enter 'Lizard' as a Secret Code, then toggle the new 'Chameleon Home' option to any player or all of them, so that they blend in with the court during the game.

Similarly, for the away team, enter 'Reptile' as a code and toggle the option to the desired player(s).

PROGRAMMER FREE AGENTS

Enter 'Prisoners' as a Secret Code to add the secret programmer players (as featured in the hidden teams) to the Free Agent list, so you can transfer them to NBA teams.

CREATE PLAYER FEATURES:

Eye Patch

Enter 'Eyepatch' as a Secret Code. Return to the main menu and press I to choose Rosters, then New Player. When you go down to the Features option for your player, there's an extra one to give him an eye patch.

Monocle

Enter 'Monocle' as a Secret Code. You can now create a New Player with a monocle (via Features option).

EA Toque

Enter 'Toque' as a Secret Code. You can now create a New Player with a toque (that's the Canadian name for a woolly hat, by the way).

HIDDEN TEAMS

Press I on the main menu and choose Rosters, then Custom Teams. Enter one of the following city and team name combinations to activate the corresponding team, made up of members of the NBA Live '98 development team.

City	Team
EA	Europals
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels
QA	Campers
QA	DBGuggers
QA	Testtubes
TNT	Blasters

NBA SHOOT OUT '97

SUPER ALL-STAR DIFFICULTY

When highlighting Difficulty in Game Options, press L1, R1, L2, R2. If it worked you'll immediately see a new skill level: Super All-Star Difficulty.

Warning: this mode is for real experts, as you'll soon find out, so make sure you're up to the challenge.

NEED FOR SPEED

LOST VEGAS TRACK

1. Go to the Tournament password screen.

2. Enter TSYBNS as your password.

3. Now go back to the Head-To-Head game.

4. Cycle through the tracks and Lost Vegas will be selectable.

OASIS SPRINGS TRACK

1. The TSYBNS code must be entered first.

2. In Head-To-Head mode, go to the Rusty Springs track.

3. Hold down L1 and R2 together to make it change to Oasis Springs.

4. While holding these buttons press Start to play.

WARRIOR CAR

1. The TSYBNS code must be entered.

2. In Head-To-Head Mode, go to the car selection screen and hold down L1 and R1.

3. You should now be able to select the Warrior.

RALLY MODE

1. After the TSYBNS code has been input, enter Head-To-Head mode.

2. Cycle through to your favourite track.

3. Now hold down L1 and R1 to see the title change to RALLY MODE.

4. Now press Start to enter a muddy course.

NO MERCY MODE

1. Yes, the TSYBNS code triggers this one too.

2. Go to the Head-To-Head screen.

3. Hold down L1 and R1.

4. The option should change to NO MERCY.

5. This turns off the slower car catch-up, giving a fairer race.

LUNAR SPRINGS

This newly discovered circuit is another variation on the Rusty Springs course, this time with a lunar landscape!

1. Access Tournament mode and enter the password: SPKSHC.

2. Go back and choose another mode and highlight Rusty Springs on the track select screen.

3. Press and hold Δ , then add L1 + R1 and select Rusty Springs with X.

MACHINE GUN CODE

Choose Head To Head mode. Immediately after selecting your opponent's car, push and hold L1, O, Δ , and Δ , until loading is complete.

Now instead having a horn, every time you push up you'll fire an invisible machine gun that clears the way of any cars. This code can be used with one or two players.

EXTRA WEIGHT

First go to Tournament mode and enter the password TSYBNS. After this you can continue Tournament mode or quit it. At the car selection screen, select Car Showcase, then Mechanical. From here, select Next Slide. You can now add extra

the biggest database of tips, cheats and codes in any magazine



MORE CAMERA VIEWS

At the main menu, start the race and hold: L1 + L2 + R1 + R2 + X + Δ + □ + ○.

Release the buttons when the race starts and you should have nine camera angles to choose from instead of the usual four.

Note: If you restart the race, the extra views disappear.

EXTRA VEHICLES

Enter any of the following passwords. Note that the chosen vehicle won't appear in the selection menu – just start the race and you'll be driving it.

Note: These work for player 1.

For player 2, simply change the 'ME' in each code to 'U' (eg 'LOGME' becomes 'LOGU').

ARMYME	Army Truck
BUSME	VW Beetle
BUSME	Bus
CITME	Citroen 2CV
CRATME	Crate
LIMOME	Limo
LOGME	Log
MAZME	Mazda Miata
OUTHME	Outhouse
QUATME	Audi Quattro
SEMIME	Truck Cab
SNOWME	Snow Truck
TREXME	T Rex
VANME	Camper Van
WAGOME	Wagon
YJME	Jeep
BEETME	Trabant
BMRME	BMW
BNZME	Mercedes Benz
JEPME	Comanche pickup truck
LCME	Toyota LandCruiser
VOVME	Volvo estate
TRAMME	Tram
STADME	Stand A
STOBME	Stand B
STDCME	Stand C

NEED FOR SPEED 3:

HOT PURSUIT

NO LAND ROVERS

In Hot Pursuit mode, select the Redrock Ridge track. Press Start to load the race, then immediately hold Δ + R1 + L2 until the loading screen appears. The green Land Rovers will be replaced by beige police cars during the race.

POLICE WITH GERMAN ACCENT

In Hot Pursuit mode, press Start to load the race after selecting the game options, then immediately hold Δ + R1 + L2 until the loading screen appears. The police all sound like Arnold Schwarzenegger!

PLAY THE GAME ON THE REPLAY CAMERA

Enter SEEALL as your user name on the options screen. You will now be able to change the view you play the race using the new options menu.

ENABLE ALL BASIC CARS AND TRACKS

Enter SPOILT as your user name on the options screen.

ENABLE THE ROOM TRACK

Enter PLAYTM as your user name on the options screen.

ENABLE THE CAVERNS TRACK

Enter XCAVB as your user name on the options screen.

ENABLE SCORPIO-7 TRACK

Enter GLDFSH as your user name on the options screen.

ENABLE SPACE RACE TRACK

Enter MINBEAM as your user name on the options screen.

ENABLE AUTOCROSS TRACK

Enter XCNTY as your user name on the options screen.

Enable Empire City Track

Enter MCITYZ as your user name on the options screen.

UNLOCK THE MERCEDES BENZ

Enter AMGMRC as your user name on the options screen.

UNLOCK THE JAGUAR

Enter 1JAGX as your user name on the options screen.

UNLOCK THE SUPERCAR

Enter ROCKET as your user name on the options screen.

ADVANCED OPTIONS

Win both Knockout and Tournament on simulation mode.

CHEAT CODES

Enter one of these codes after pushing Start to finalise a race, and hold the buttons until the 'Loading' screen appears.

Power Horn

Start + Select + L2 + R1
When you're near a car, beep your horn to make him flip out of the way.

Heavy Car

Select + □ + X
Crash into any car to knock it out of the way.

Slow Motion Mode

Δ + X + Δ

German Police

Δ + L1 + R2

Spanish Police

Δ + L1 + R2

Italian Police

Δ + L1 + R2

French Police

Δ + L1 + R2

Acceleration Boost

Δ + □ + ○

NFL '97

Enter the following codes on the Team Select screen of Pre-Season mode.

1. L1, L1, L1, Δ, L1, L1
Let you play the NFC or AFC Pro Bowl teams against any team in a pre-season match-up.

2. L1, L1, L1, R1, L1, L1

Puts land mines all over the field! Watch your step or you'll be shot into the air and land on your back.

3. L1, L1, L1, L2, L1, L1
Just try and hold onto the ball! Every play of the game, the ball will be fumbled twice.

4. L1, L1, L1, R2, L1, R1
Just try and drop the ball! No fumbles are allowed no matter how bad the player in possession is.

5. L1, L1, L2, Δ, L1, Δ
Just tap the speed-burst button and your player will run at top speed for the rest of the play.

6. L1, L1, Δ, R2, L1, Δ
Whatever team you choose to play with will have the skills of a high-school side.

7. L1, L1, R1, Δ, L1, R1
All the players get a boost in size: they're huge!

8. L1, L1, R1, R1, L1, R1
Every player is shrunk down to size.

9. L1, L1, R1, R2, L1, R1
Now's the time to go deep: any QB can throw the ball 100 yards on any Bomb Zone play!

10. L1, L1, L2, R1, L1, L2
Puts the game into super slow mode.

NFL BLITZ

SECRET PLAYERS

Start an Arcade game and, when 'Enter Name For Record Keeping?' appears, answer yes. Enter one of the following names and PIN numbers. If it's worked, you'll hear a bloke say, "Lights out baby!"

NAME	PIN
Allen	7911
Aubrey	6666
Azpod	4777
Bart	8735
Brain	1111
Brian	2221
Byron	1969

Carltn	1111
Daniel	0604
David	3456
Forden	1111
Franz	1221
Franz	8421
Gatson	1111
Gentil	1111
Japple	6660
Jason	3141
Jenifr	3333
Jove	8644
Juan	6521
Luis	3333
Mike	3333
Raiden	3691
Root	6000
Sal	0201
Shinok	8337
Skull	1111
Thug	1111
Turmel	0322

CHEAT CODES

These work just like *Mortal Kombat* codes. On the Team Matchup screen, press the Turbo, Jump, Pass buttons the number of times indicated in the code, then the direction on the D-pad.

For example, for '1-2-3 ⇐', press Turbo, Jump x2, Pass x3, then ⇐. If it's worked, the name of the code will appear above the icons.

Effect	Code
Allow Stepping OB	2-1-1 ⇐
Big Football	0-5-0 ⇐
Big Head	2-0-0 ⇐
Fast Passes	2-5-0 ⇐
Fast Turbo Running	0-3-2 ⇐
Fog On	0-3-0 ⇐
Headless Team	1-2-3 ⇐
Hide Receiver Name	1-0-2 ⇐
Huge Head	0-4-0 ⇐
Hyper Blitz*	5-5-5 ⇐
Infinite Turbo	5-1-4 ⇐
Invisible	4-3-3 ⇐
Invisible Receiver Highlight	3-3-3 ⇐
Late Hits	0-1-0 ⇐
Night Game	2-2-2 ⇐
No CPU Assistance*	0-1-2 ⇐
No First Downs	2-1-0 ⇐
No Head	3-2-1 ⇐
No Interceptions	3-4-4 ⇐
No Play Selection*	1-1-5 ⇐
No Punting	1-5-1 ⇐
No Random Fumbles	4-2-3 ⇐
Power-Up Blockers	3-1-2 ⇐
Power-Up Defence	4-2-1 ⇐
Power-Up Offence	3-1-2 ⇐
Power-Up Speed*	4-0-4 ⇐
Power-Up Teammates	2-3-3 ⇐
Show Field Goal %	0-0-1 ⇐
Show More Field*	0-2-1 ⇐
Smart CPU Opponent***	3-1-4 ⇐
Super Blitzing	0-4-5 ⇐
Super Field Goals	1-2-3 ⇐
Team Big Heads	2-0-3 ⇐
Team Big Players	1-4-1 ⇐
Team Tiny Players	3-1-0 ⇐
Thick Fog On	0-4-1 ⇐
Tournament Mode**	1-1-1 ⇐
Turn Off Stadium	5-0-0 ⇐
Weather: Clear	2-1-2 ⇐
Weather: Rain	5-5-5 ⇐
Weather: Snow	5-2-5 ⇐

* Two player agreement required.

** Only in two-player game.

*** Only in one-player game.

MORE TRICKS

ON-SIDE KICK

Hold Turbo + Jump + Pass + ⇐ after scoring.

Note: You should only use the on-side kick (and try to recover it) if you're losing with little time left.

EXTRA BLOCKER

Hold Turbo + Jump + Pass while hinking the ball at the start of the play, to put an extra blocker on the line of scrimmage.

HIDE PLAY SELECTION

Press ⇐, ⇐ at the play selection screen to remove the cursor (so your opponent can't see which play you're selecting).

NFL GAME DAY

SECRET OPTIONS

As soon as the NFL Game Day logo appears press: R1, R1, L2, L1, Δ, ○, □, L1, L1, L2, R1, R2, L1, Δ, Δ. This will give you an options screen where you can select several cool things – including turning all players into John Madden, enabling Touchdown Fatalities, and changing opponents into furry rabbits!

EXTRA TEAMS

At the opening screen, press the following keys in order:

○, ○, R1, R2, L1, L2, ○, □, Δ.

Then hold down L1 and R1 simultaneously for about five seconds until the new teams appear.

VICTORY SCREENS

At the beginning when the PlayStation logo disappears, hold Down R1, R2, L1, L2 till you want to stop the graphics. This code takes you through all the win/loss screens in the game.

CODES

At the password prompt, enter the following (all in uppercase) for various special effects:

SKELETON	Two skeleton teams playing in the Bone Bowl
SLAKE	Two teams of snakes with arms!
JUICE	Ten-yard speed bursts
BIG BOYS	Large players (actual size)
OFFENSE	Better offence
DEFENSE	Better defence
STICKUM	Receivers catch almost all the passes
CANNON ARM	Quarterback has good throwing arm
PICK CITY	Easy interceptions
CRUNCH TIME	Hard hits and more injuries
URNOTREDE	Computer is very hard to beat
BLITZ	Commercial break
STEROIDS	Super stiff-arm
MAYHEM	Defenders injured after hits
GOOD	Unknown effect

NFL GAME DAY '98

BONUS TEAMS

Press ⇐ at the team selection screen to access Super Bowl teams for player 1. Press ⇐ at this screen for player 2.

Press ⇐ again at the player selection screen to access All-Star teams for player 1 – use L1 and L2 to view more selections. Press ⇐ at this screen for player 2 – use R1 and R2 to view more selections.

CHEAT CODES

Press L1 + L2 + R1 + R2 at the main menu. Then enter each of the following passwords for various amusing effects (if you know what any of the 'unknown' ones do, please write in and tell us):

BETTIS	Stronger CPU runs
BIG FOOT	Stronger kicker legs
BLIND REF	Less penalties
BUSY REF	More penalties
CPU DEFENSE	Unknown
CPU OFFENSE	Unknown
CREDITS	View credits
CRUNCHY	Unknown
DEEP GRAY	Unknown
EQUAL TEAMS	Identical teams
FIRE DRILL	Move Quickly
FLEA CIRCUS	Small players
GO CHALLENGE	Increased difficulty
GLOVES	Better catches
HATCHET	Unknown
HORSEMAN	No Hands
HUMONGOUS	Large Players
JACK HAMMER	Better stiff arm
JUICE	Very fast players
LEECH	Better DB coverage

LOOK MA

LOUD MOUTH

Unknown

MCMAHON

All-McMahon team

NYSE

Unknown

PSYCHIC

Unknown

QUIET CROWD

Unknown

REJECTION

Unknown

SHO OFF

Unknown

STRETCH

Unknown

THIN AIR

High Kicks

TOAST

Easier to burn a DB

VIRTUAL POLYGONS

Unknown

WATERY AI

Stupid CPU

PASSWORD SCREEN

To activate the password screen press L1 + L2 + R1 + R2 on the main menu. Then you can input these: AHAB – Players are missing legs

AIR ATTACK – CPU always passes

CLOUD OF DUST – CPU always does run plays

COOKIE CUTTER – Players are two dimensional

CRUNCH TIME – Makes hits louder

FLAT LAND – Players are flat

INVISIBLE – Only shadows

SHOW OFF – Dive, press jump in the air and keep running

NFL GAMEDAY '98

EXTRA TEAMS

Press ○ at the team selection screen to access various Superbowl and All-Star teams.

CHEAT CODE

Enter the Easter Egg menu and input one of the following codes to activate the desired feature:

BIG BALLS	Large football
BIG HITS	Louder noises
BLINDERS	No penalties
BOBO	All players called Bobo
BUNYON	Big players
COFFEE BREAK	Increased speed
CON MAN	CPU hides pass coverage

CPU_SCORES CPU players are faster

CPU_STUFFS CPU super offensive line

CREDITS View credits

DAVIS Turbo running back

EGG HEAD Zero stamina and more fatigue injuries

EURO LEAGUE All players have European last names

EVEN TEAMS All players are equal

FLEA CIRCUS Tiny players

GD_CHALLENGE Bonus difficulty level

GRUDGE MATCH Red redzones, chequered endzones, invisible field goals

HAMSTRUNG More hamstring injuries

HANGTIME Punts hang in air longer

HOOPS Players named after basketball stars

HOT_SHOT CPU player celebrates in open field

INVISIBLE Invisible players

ITS_IN_THE_FPS Scrambled frame rate

MIND_READERCPU knows your play

PLAYING CARDS Flat players

POP WARNER Small, fast players

PRESIDENTS Players named after Presidents

PRIME_TIME CPU makes big plays

PUPPETS Players have red string attached to head!

RED_ZONE Players named after programmers

ROCKET_MAN Ball carrier has speed bursts

SLIDESHOW See cheerleaders after a game

SPORTS All players have last name from credits

STAMINA Increased endurance

STEEL_LEG Longer field goals

STICKEM Great hands for receivers



can buy and upgrade any car you wish.
Note: If you repeat all the steps at Extra GP, you'll get the same cheat.

RALLY CROSS

SPECIAL PASSWORDS

To be entered as either the Lap/Course Record name or New Season name.

Win Rookie Season -

vet_ma [= space]

This is equivalent to winning the Rookie season, giving you four extra cars and access to the Alpine track.

Win Veteran Season -

im_a_pro
Equivalent to winning the Veteran season, this gives you four more cars and the Gardens and Stadium tracks.

Win All Pro Seasons -

weeoo
This is equivalent to winning the normal, head-on, and mixed Pro seasons. You can now select the three pick-up trucks.

Heavy Cars -

stone
Makes the cars stick to the road more, hardly jumping into the air.

Lighter Cars -

feather
Makes the cars lighter so they bounce around more.

Low Gravity -

float
Upon bouncing up, the cars float through the air longer. This completely confuses the CPU opponents.

Sharp Turning -

spinner
Lets you turn quicker thanks to more sensitive steering. Keep turning to spin right into the spot.

Fat Tyres -

fat_tires
Increases the width of your tyres, although this doesn't seem to alter their grip.

No Wheels -

no_wheels
Removes the wheels, so the cars float around the track!

Just Wheels -

wheels
Removes the car body, so just the four wheels remain!

No Collisions -

banzai
Lets you drive straight through other cars as if they weren't there.

No Slowdown -

noviscous
You can now keep accelerating through mud/water etc without slowing down.

Normal Gravity -

radbrad
This cheat seems to be pretty useless; unless you've just activated the float cheat. All this does is return gravity to normal.

RAPID RACER

CHEATS

Input the following cheats on the name selection screen in one-player mode before they become available in the other game modes.

Extra Boats BOA [= space]
Makes all the hidden boats selectable.

Duck Mode OAK
This turns all the boats into giant plastic ducks with engines!

Hurricane HURR
Gives you control of The Hurricane, a high-speed vessel that corners like it's on rails. It's got a horrible yellow paint job, though.

Unlock Day Tracks DAY

Unlock Night Tracks NIT

Unlock Mirrored Tracks RRM

Random Track Generator FRAC

Win Race WINR

Quit the race you are playing to be awarded first place.

Day Track Select D_#

Where # equals the number of the track you want.

Night Track Select N_#

Where # equals the number of the track you want.

Mirrored Track Select M_#

Where # equals the number of the track you want.

Porsche Mode BXTR
This enables the Porsche cheat, but it only works if you load in a *Rapid Racer* saved game from a memory card that also contains a *Porsche Challenge* saved game.

RASCAL

LEVEL & ROOM SELECT

Enter HOUSE as a password and begin a game. Press R1 during play to select a new level or R2 to choose a room.

RAYMAN

LEVEL PASSWORDS

Start38W8Z92W9M
Pink Plant Woods.....L8W8Z9LW9M
Anguish Lagoon.....LOW8Z9LW9M
Swamps of Forgetfulness.....

LO4JPHLW9M

Mosquito Nest.....LO44Z9LW9M

Bongo Hills.....B0D47HL29X

Allegro Presto.....B0D47L29X

Gong Heights.....B04DG13L9K

Mr Sax's HulaBallooB0D47R33HP

Twilight Gulch.....BH4N7113NP

Hard Rocks.....T9DN7R33NF

Mr Stone's Peaks.....49DN711WF

Eraser Plains.....DW44711CN7

Pencil Pentathlon.....4NBN7115NF

Space Memme's Crater.....

DCT4G13CDF

Crystal Palace.....DCTW811CD7

Eat at Joe's.....NWTDDR346

Mr Skop's Stalecites.....

NW7WD1514Q

RAY STORM

EXTRA CREDITS

To receive an extra few credits, repeatedly tap Select at the title screen to set the total credits to nine.

FREE PLAY MODE

When "Press Start" appears on screen, hold: L1 + L2 + R1 + R2 and press Start. Still holding: L1 + L2 + R1 + R2, press: x7, x7, x7, x4, Start. You'll hear "Limiter Released" if it's worked. Now go to the Configuration screen and turn off the Credit Limit to enable free play.

LEVEL SELECT

Successfully complete the Combat mode game under Arcade mode:

RAY TRACERS

DRIVE TSUMUJIKAZE

Beat Tsumuji in Time Attack mode and you can play the game with the Tsumujikaze.

DRIVE WHITE VESTAL

Finish the game with each car, without using any continues.

DRIVE BLACK VESTAL

Finish the game with the White Vesta.

REBOOT

PLAY AS ENZO

On the main menu press: x, x, x, x, L1, R1, x, x, x. Then start a new game to play as Enzo.

RESTORE GLITCH ENERGY

On the main menu press: x, L1, x, x, x, L1, R1, x, x, x.

SHIELDS

On the main menu press: x, R1, x, x, x, L2, R2, x, x, x. An extra shield will appear with every Glitch.

Note: You can't use this at the same time as the Restore code.

PLAY AS DOT

On the main menu press: x, R1, x, x, x, R2, L1, x, x, x.

BEST WEAPON

On the main menu press: x, L1, x, x, x, R1, L2, x, x, x.

FLYING

On the main menu press: x, x, x, x, R2, L1, x, x, x. Now hold the jump button [X] to fly up into the air.

RE-LOADED

PLAY AS FWANK - SORT OF!

This cheat is buggy and doesn't really work properly, but if you want to try it anyway then read on.

Whilst on the Character Select screen, press the following sequence on controller one: L1, O, R1, x, x, R1, O, L1, L1. If the cheat has worked, you should hear a sinister laugh and a red balloon will appear on the right-hand side of the screen. This will then float over to the left and position itself over Sister Maggie. Now when you move the cursor over her, Fwank will be selected. However, when you start the actual game, you'll still play as Sister Maggie.

CHEAT CODES

To enter the following cheats, pause the game and then hold the L1 and L2 buttons for about ten seconds (or until the selection bar stops moving). Then input the relevant code. Note: You may have to enter each of the codes below in order (start with Health, then Ammo, Power, Level Skip).

INFINITE HEALTH

x, x, x, x, x, x, x, x
A new option called 'Health' will appear at the bottom of the menu. Now every time you get close to death, pause the game and click on 'Health' option to replenish your bar.

INFINITE AMMO

x, x, x, x, x, x, x, x
A new option called 'Ammo' will appear at the bottom of the menu. Pause and click on this when you need ammo.

FULL POWER

x, x, x, x, x
A new option will appear at the bottom of the menu called 'Power'. Pause and click on this option whenever your weapon needs powering up.

LEVEL SKIP

x, x, x, x, x, x, x, x
If the cheat has worked, a new option called 'Skip Level' will appear at the bottom of the menu. Pause and click on this new option to skip. COORDINATES DISPLAY
x, x, x, x, x, x, x, x
Unpause and your map coordinates will be shown on-screen.

RESIDENT EVIL

ROCKET LAUNCHER

To start the game with the rocket launcher plus infinite ammo, you must first complete the game in under three hours. Simple. When, or rather, if you achieve this, you'll be able to save the rocket launcher to your inventory and start the game more or less invincible.

CHANGING CLOTHES

It's true, by completing *Resident Evil* with a good ending (whereby you rescue BOTH team members), you'll be awarded the Special Key which will be added to your inventory and saved in preparation for the next game. This key will allow you to enter the previously locked door in the wardrobe and enter the hidden wardrobe closet. In here you'll be able to access an alternative set of togs for your chosen character. Pointless but fun.

SUN CREST

Go to the Armour room on the second floor and then push the two statues over the air vents in the

floor. Now press the button on the ground and the display cabinet at the far end will open, revealing the crest.

WIND CREST

Push the statue off of the balcony on the 2F Dining Room and collect the Blue Gem from the shattered remains below. Take this gem to the Tiger Statue Room on the first floor and insert it into the statue's eye socket. This will cause the statue to pivot, revealing the crest.

STAR CREST

Go to the Large Gallery on the first floor and you'll be confronted by a series of paintings. Visit each painting in sequence starting from the youngest to oldest and press the buttons. The correct sequence is as follows: New-born, Infant, Lively Boy, Young Man, Middle-aged Man and Old Man. Finally, once you've pressed each button, go to the painting at the end and press the final button to obtain the crest.

MOON CREST

This is by far the hardest crest to obtain and it is found in the Attic. When you get there, you'll be confronted by an extremely large snake. You can either take evasive action and run around it to grab the crest from its nesting ground, or alternatively you can blast it to kingdom come and then grab the crest.

DOOM BOOKS & MEDALS

Take the Doom Books to the fountain which you'll come to after the underground passage, then go to your inventory, go to 'Check Item' and rotate each book around so that the pages are facing outwards. Now press X and the book will open, revealing the medals needed to drain the fountain and access the lab.

LOGGING ONTO THE COMPUTER

The log-in name is JOHN. The first password is ADA. The final password is MOLE.

DISKS & TERMINALS

Disk 1 - Inside the hidden room in Library B.

Disk 2 - Behind the huge rock in Crank Passage.

Disk 3 - On the desk at the Stairs in the laboratory.

Terminal 1 - Inside Private Room A.

Terminal 2 - Inside the Mortuary.

Terminal 3 - Inside Power Maze B

POWERING THE ELEVATOR

To activate the power to the elevator that will take you down to the final battle with Tyrant, you'll need to visit the power panel in the first room of the Power Maze. Simply go to the southwest corner of the room and restore the power to the darkened areas. Go into the last room of the Power Maze and then use the terminal at the east end of the room - the elevator will now be active.

RESIDENT EVIL 2

RANKINGS

After beating each scenario your performance will be rated by a grade from A to F. This is determined by both the time taken and the number of saves used. For a top ranking, try not to save more than ten times in each scenario. Your ranking is also affected by the use of the special infinite ammo weapons (see 'Cheats') - you won't get an A grade if using one.

CHEATS

Alternate Uniforms:
Start the first scenario on the 'Normal' difficulty setting. Head for the police station, but without picking up any items. If you do this, the two

zombies in the park outside the station will vanish, and a new one will appear below the steps outside. Does he look familiar? He should do because the new zombie is none other than Brad Vickers, the STARS pilot who airlifted Chris and Jill to safety at the end of the first game.

Brad has now been transformed into a super-zombie who takes 20 hits to kill - so enter the station to grab some more ammo. Return and kill 'Brad', then search his body to find the Special Key. Take it to the save room next to the Dark Room and use it to open the locker containing alternate uniforms. There's a cowgirl one for Claire, featuring a rapid-firing six-shooter; and two for Leon, one of which enables him to shoot one-handed.

INFINITE AMMO WEAPONS

Each infinite ammo weapon will appear in the next game after the first chest is opened, and is accessed by completing scenarios (on Normal difficulty) within time limits in the following order:
Rocket Launcher: Complete either Claire or Leon's first scenario in under 2.5 hours with an A or B ranking.

Gatling Gun: Complete either character's mission B in under 2.5 hours, with no saves, no first-aid sprays, and an A or B ranking.
Machine Gun: Complete either character's second scenario in under 3 hours with an A or B ranking.

All Three Weapons: Complete either character's second scenario in under 2.5 hours with an A or B ranking.

Rebecca Chamber Picture

If you search the desk on the left side of the STARS office, you'll be told, "It's trashed, someone must have searched it." However, you can search it repeatedly (about 50 times) until a roll of film is found. Now take this to the Dark Room to see a picture of Rebecca in a basketball uniform.

PLAY AS HUNK & TOFU

1. You need 8 free blocks on your memory card.

2. You need to play the game four times, one for each character's two scenarios, in less than 3 hours with an A or B ranking; ie don't save more than three times (and don't use any first-aid sprays if you want an A ranking). NO special weapons may be used at this point (but you can later).

3. Save each game separately on the memory card - don't overwrite. Play CLAIRE A as above. This will save as LEON B. Save on Memory position 1 on memory card. Play LEON A. This will save as CLAIRE B. Save on Memory position 2.

Play LEON B, loading from Memory position 1. This will save as CLAIRE A. Save it on Memory position 3.

Play CLAIRE B, loading from Memory position 2. This will save as LEON A. Save the game on Memory position 4.

4. Now, along the way, you will have been awarded the HUNK save file. Save this on Memory position 5.

5. Now you have to play two more scenarios to finally obtain Tofu. For these two scenarios you CAN use any infinite special weapons that you've earned along the way, but you need an A or B ranking as before, with a time of less than 2.5 hours using no first-aid sprays and NO SAVES.

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6. For these final two scenarios do it as follows:
Play LEON A, loading it from Memory position 4. This will save as CLAIRE B. Save this game on Memory position 6.
Play CLAIRE B, loading it from Memory position 6 as above. This will save as LEON A. Save this game on Memory position 7.
7. As soon as this is saved, you'll be given the TOFU save file. Save this file on Memory position 8. Phew!

RESIDENT EVIL: DIRECTOR'S CUT

DOUBLE ITEMS

On the skill level screen, highlight Advanced and hold Δ and it'll turn green. This will give you double of every item collected.

RESIDENT 2 SKILL LEVELS

On the Resident Evil 2 demo, highlight New Game and hold Δ . You'll now be able to choose Normal and Rookie modes.

RESIDENT EVIL 2: DUAL SHOCK EDITION

PLAY AS ADA WONG

Successfully complete Level 1.

PLAY AS CHRIS REDFIELD

Successfully complete Level 2.

EXTREME BATTLE/SURVIVAL MODE

Successfully complete the game with Leon, then save the game. Play Claire's second scenario, complete the game, and save it.

UNLIMITED AMMO

Begin play and press Select to display the Options screen. Select the Key Config option, then hold R1 and press Δ x10. The word 'Auto' will turn red to confirm correct code entry.

RETURN FIRE

ONE-PLAYER MODE

- 2 Umbrella, Bird, Butterfly, Flower
- 3 Smiley, Cup, Rabbit, Umbrella
- 4 Rabbit, Umbrella, Bird, Bird
- 5 Flower, Umbrella, Rabbit, Cup
- 6 Bird, Cup, Butterfly, Bear
- 7 Bear, Bear, Shamrock, Bird
- 8 Rabbit, Cup, Umbrella, Heart
- 9 Shamrock, Butterfly, Bird, Heart
- 10 Heart, Butterfly, Cup, Heart
- 11 Umbrella, Umbrella, Bird, Flower
- 12 Flower, Cup, Shamrock, Butterfly
- 13 Heart, Umbrella, Shamrock, Heart
- 14 Rabbit, Smiley, Flower, Shamrock
- 15 Rabbit, Smiley, Bear, Bird
- 16 Flower, Umbrella, Bird, Rabbit

TWO-PLAYER MODE

- 2 Butterfly, Umbrella, Bear, Heart
- 3 Bear, Rabbit, Flower, Shamrock
- 4 Umbrella, Heart, Shamrock, Flower
- 5 Umbrella, Bear, Rabbit, Heart
- 6 Cup, Bird, Butterfly, Flower
- 7 Heart, Flower, Shamrock, Rabbit
- 8 Heart, Bear, Rabbit, Heart
- 9 Bear, Rabbit, Shamrock, Flower
- 10 Butterfly, Smiley, Umbrella, Shamrock
- 11 Bear, Flower, Smiley, Flower
- 12 Cup, Bear, Flower, Umbrella
- 13 Heart, Bird, Flower, Shamrock
- 14 Smiley, Bird, Shamrock, Cup
- 15 Cup, Bird, Shamrock, Bear
- 16 Umbrella, Cup, Bird, Flower
- 17 Smiley, Bear, Rabbit, Flower
- 18 Shamrock x4

RIDGE RACER

EXTRA CARS

Obtain all 12 standard racing cars by scoring a 'Perfect' by blasting every single alien in the Galaga game.

MIRROR MODE

Start a race and drive up to the end of the slip-road, then turn around and race back to the starting line. As you approach the barrier at the back, it will disappear and you'll now find yourself racing in reverse on a mirrored track.

MOVE FLAG

To move the Ridge Racer flag around on the title screen, hold L1 and R1 and press the other buttons to move the flag. You can also speed up the rotation of the cars and tracks on their respective select screen by using this same technique.

DEVIL CAR

When you place first on all three standard tracks, go to the Time Trial mode and you'll be racing against two other cars as opposed to just one. The third is the 13th Racing Devil Car. To beat it, you must overtake it whilst it is stationary on the second lap and then maintain a perfect racing line throughout the remaining duration of the race. Achieve this and the Devil Car will appear to the left of the first car on the select screen.

RIDGE RACER REVOLUTION

EXTRA CARS

You can boost the car quota up to a staggering 12 motors by getting a perfect result in the Galaga loading game, shooting all 40 enemy craft.

SECRET OPTIONS

Don't shoot any of the ships in Galaga '88. After all the ships have gone by, there will be a small firework burst. Go to the 'Other' screen and you can now set the racing time from Normal, Morning, Evening and Night.

SPOTLIGHT CONTROL

Hold down L1 and R1 at the main screen (with Game Start and Options commands).

BUGGY MODE

To turn all the cars into small buggy-type vehicles, complete the Galaga loading game scoring a 100% hit ratio. To make this much easier, when you switch on your PlayStation on, press and hold L1 + R1 + Select + Δ + Δ . Now when you play Galaga, your ship will fire a laser beam that can wipe out enemies with ease. Start the game as normal and you'll have all the cars at your disposal, all squashed!

TOGGLE MIRROR ON/OFF

Getting fed up of having a rear-view mirror on the screen? Well just pause the game by pressing Start, hold down Δ and press L1 to make the mirror vanish. You can press R1 to make it reappear again too!

ZOOM CAR IN/OUT

Drive using the external view mode and pause the game. Now hold down Δ and press L1 and R1 to zoom in and out on your motor. Spinning Mode

Select a Time Trial race and when the Start command is highlighted, press and hold the accelerator and brake until the action switches to the track.

You begin the race as normal, but will see the message 'Spinning Point' appear as you reach the first bend.

Take your finger off the accelerator and quickly press it again to send your car into a spin.

You can perform 360's, 540's and even 720's with a bit of practice. You'll get marked on technique and there are three spinning points in each track!

MIRROR MODE

You can play the tracks backwards with corners bending the opposite way and the writing reversed by following these simple instructions...

Start the game as normal, drive a little way down the track and turn the car around. You will see a barrier ahead meant to stop you racing the wrong way. Line your car up and attack it!

If you hit the barrier at 100kph you will go straight through and be able to race the track backwards!

RIVAL SCHOOLS: UNITED BY FATE

ALTERNATE HINATA COSTUME

Successfully complete Arcade mode with Hinata, Batsu, and Kyosuke. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

ALTERNATE TIFFANY COSTUME

Successfully complete Arcade mode with Tiffany, Roy, and Boman. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

ALTERNATE NATSU COSTUME

Successfully complete Arcade mode with Natsu, Shoma, and Roberto. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

ALTERNATE KYOKO COSTUME

Successfully complete Arcade mode with Kyoko and Hideo. Then, enable Short Cut mode and choose the alternate character from the bottom row of the character selection screen.

EASY ALTERNATE COSTUMES

Successfully complete the game once. Then hold L2 to select Tiffany, Hinata, Natsu or Kyoko. Alternate Evolution Mode Costumes

Eight different colours may be selected for each character by pressing \square , Δ , \circ , \times , R1, R2, L1, or L2 at the character selection screen.

KYOKO'S OFFICE

Successfully complete the Evolution disc game with Kyoko under the highest difficulty setting.

TARGET MODE

Successfully complete the Evolution disc game with any character and difficulty setting.

SERVICE MODE

Successfully complete the Evolution disc game with Natsu under the highest difficulty setting.

HOME RUN MODE

Successfully complete the Evolution disc game with Shoma under the highest difficulty setting.

SHOOT-OUT MODE

Successfully complete the Evolution disc game with Roberto under the highest difficulty setting.

ROAD RASH 3D

HITCH A RIDE

Press \times twice to pop a wheelie, then keep tapping \times until a car is found. Ride over the car, then brake and press \square . Get it right and your bike will be moving with the car.

ROCKMAN X3

FINAL STAGE

Enter the stage select screen and highlight the 'X' logo. Quickly press

Δ + \square + \times . The cursor will move to the bottom of the screen to confirm correct code entry.

ZERO'S LIGHT SABRE

Enter 7357, 7533, 6462, 7835 as a password to start a game with that weapon.

ALL ENHANCEMENTS

Enter 6414, 4155, 6872, 3356 as a password to start a game with the special capsules (Double Air Dash, Hyper Charger, Super Armour, I Tracer) already obtained.

LEVEL PASSWORDS

Introduction..3721, 1281, 3751, 4456
Gravity Beetle..5623, 4888, 5851, 4221
Blast Hornet 1745, 5231, 5441, 2486
Neon Tiger...3621, 4867, 5851, 2227
Tunnel Rhino..5728, 1263, 5754, 2458
Blizzard Buffalo.....7671, 2857, 2144, 1247
Volt Catfish..1778, 5253, 2444, 3488
Crush Crawfish..5718, 1266, 2727, 7458
Doppler's Lab..5718, 1263, 2627, 7458

ROGUE TRIP

CHEATS

Enter them on the password screen.

DOUBLE YOUR GEAR

When you drive over some pickups you get twice the amount of goods. L1, L2, \circ , L1, R1, \square

STRONGER ARMOUR

This cheat increases the amount of hits your vehicle can take. R1, Δ , R1, Δ , L1, \square

MAX TURBO

After putting in this cheat you can turbo-boost without any special bar energy.

DUKE, O, Δ , R1, R2

DUKE NUKEM FMV

To play some excellent Duke Nukem footage, enter this password.

\square , \square , \square , Δ , Δ

EXTRA LEVELS

Enter these codes on the password screen to enable the arenas on Challenge mode.

FUNTOPIA

\times , \circ , L2, \times , \square , L1

GULCH

\square , \square , Δ , R1, L1, \circ

HIDDEN VEHICLES

Put these codes in on the password screen to activate the hidden vehicles.

XAGNAR THE ABDUCTOR

R1, \square , \times , \square , L2, \circ

STILLBIRTH

Δ , L1, R1, \times , L2, L2

AGENT XQJ-37

L1, Δ , R2, Δ , Δ , R1

NIGHTSHADE

R1, R2, L1, L1, \times , \circ

PLAY AS BIG DADDY

Enter Δ , \square , R2, \times , Δ , R2 as a password. Go to Challenge mode and choose the Nuke York level. Big Daddy will appear on the vehicle selection screen.

BATTLE BOSS 1

Enter \circ , R2, R1, \square , L1, R2 as a password.

Go to Challenge mode. The first opponent will be a normal character. Once defeated, he will transform into Stillbirth (Goliath).

BATTLE BOSS 2

Enter \circ , \circ , \circ , L2, L1, Δ , Δ as a password. Go to Challenge mode to face Nightshade.

BATTLE BIG DADDY

Enter \square , Δ , \circ , \circ , R2, R2 as a password. Go to Challenge mode and choose Nuke York to face Big Daddy.

INFINITE JUMPS

Enter \circ , \square , R2, \times , Δ , R2 as a password.

CHEAT MODE:

Press L1 + R1 + R2 + Select during play to see 'Cheats Enabled'. Then, hold L1 + R1 to enter the following codes:

Δ , Δ , Δ , Δ Invulnerable
 Δ , Δ , Δ , R2 Infinite Weapons
R2 + \times + Δ Mega Guns
L2 + Δ + Δ Hornet Nest (must have Stingers selected)

ROSCOE MCQUEEN

Laundry 2 FLUFFY
Laundry 3 SWEATY
Auto 1 HOTROD
Auto 2 GREASE
Auto 3 BIGEND
Harold's 1 SMELLY
Harold's 2 WIDETV
Harold's 3 PILLOW
Leisure 1 TRICEP
Leisure 2 MOTION
Leisure 3 HIPHOP
Residential 1 KENNEL
Residential 2 BARREL
Runaround SPLASH

R-TYPES

LEVEL SELECT

Highlight either the 'R-Type' or 'R-Type II' option on the title screen. Quickly press L2 x10, R2 x10.

Begin a game and press Start to pause during play. You can now select any level, including the FMV endings.

TURBO MODE

Press Start to pause during play in R-Type or R-Type II. Hold L2 and press Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ .

SLOW MOTION

Press Start to pause during play in R-Type or R-Type II. Hold L2 and press Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ .

ALL WEAPONS

Press Start to pause during play in R-Type or R-Type II. Hold L2 and press Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ , Δ .

Followed by one of the following buttons for various weapons: Δ , \square , \times , \circ , or R1.

SAN FRANCISCO RUSH

TRUCK

Select any car, then hold L1 until the race starts.

BUGGY

Select any car, then hold R1 until the race starts.

HIDDEN CAR

Select any car, then hold R1 + R2 until the race starts.

EXTRA CARS

Select any car, then press Δ on the transmission selection screen to cycle between a low rider, bus, rocket engine car, taxi, and police car.

Note: The number of cars that are selectable depends on how many keys have been found. To drive the police car, Circuit mode must be completed.

EXTRA CARS II

For even more vehicles, press \circ on the car selection screen. This gives you the Viper, hippy van, VW Beetle, and McLaren.

UFO

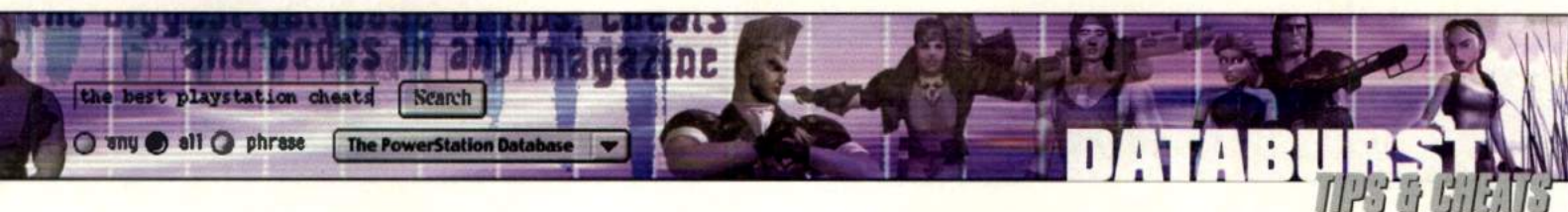
Hold R1 + R2 + L1 + L2 at the car selection screen and choose a car. Keep the buttons held and press \times at the transmission selection screen.

Then hold Δ until the race starts.

DIFFERENT CAR COLOURS
Press \square at the car selection screen.

REVERSED TRACKS

Complete Circuit mode to unlock the option for forward and reversed tracks.



STUNT MODE

Complete Tournament mode to unlock a Stunt mode option on the Golden Gate track.

S.C.A.R.S

Enter the following passwords for all cars and cups.

PASSWORD CHEATS

Go to Options, then Settings to enter the following passwords.

RUNNER Cheetah Car
MYSTER Panther Car
DESERT Scorpion Car
RATTLE Cobra Car
ALLVID All Cars
XPERTS Master Mode
GLASSX Crystal Cup
ROCKYY Diamond Cup
ZDPEAK Zenith Cup

SHADOWMASTER

CHEATS

On level 1, kill the two Shadowfists from the first room that opens, then go in there in order to enter the following codes.

INVINCIBILITY

Press L1 + L2 + R1 + R2 + X ALL AT THE SAME TIME to make the screen flash blue.

ALL WEAPONS

Press L1 + L2 + R1 + R2 + O ALL AT THE SAME TIME to make the screen flash red.

LEVEL SELECT

Press L1 + L2 + R1 + R2 + Δ ALL AT THE SAME TIME to make the screen flash green. Then quit the game to get a level select on the start screen.

SIM CITY 2000

FREE CREDIT

On the budget screen, hold Δ, then press L1, L2, L1, L2, R2, R1, R2, R1. You can now have bonds at 0% interest.

SKULL MONKEYS

Skull Monkey GateR1, R2, L2
Monkey ShrinesR2, R2, O, □
Hard BoilerR2, □, R2, R1, □
Snow.....O, Δ, □, Δ, O, R1, R1, L1, X, R1, □
Elevated Structure of TerrorL1, L1, □, L1, □, R1, □, L1, □
Castle De Los Muertos...O, L1, X, Δ, □, X, X, X, L1, R1
YNT Death Garden□, R1, O, L1, O, R1, O, L1, X, X, X, R2
YNT Mines...X, X, X, X, X, X, X, L1, □, □
YNT WeedsΔ, R2, Δ, Δ, □, X, O, L1, □, Δ, □, □
Evil Engine #9...X, Δ, X, X, R1, □, O, X, L1, X

SMALL SOLDIERS

MEDAL OF HONOR DEMO

To see a secret preview of DWI's game, *Medal Of Honor*, enter Δ, Δ, X, O, O, O, □, X on the Password screen.

LEVEL PASSWORDS

Gorgon X, X, Δ, □, □, X, O, X
Dimensional Temple □, X, Δ, □, □, □, O, X
Floating Fortress O, X, Δ, □, □, O, O, X
Spirit Bog Δ, X, Δ, □, □, Δ, O, X
Canyon Village X, □, Δ, □, □, X, Δ, X
Creepy Caverns □, □, Δ, □, □, □, Δ, X
Space Ship O, □, Δ, □, □, O, Δ, X
Hall Of Patriots Δ, □, Δ, □, □, Δ, X
Graveyard Of War X, O, Δ, □, □, X, X, □
Nuclear Mine □, O, Δ, □, □, □, X, □
Launch Centre O, O, Δ, □, □, O, X, □

Ulhaden FierΔ, O, Δ, □, □, Δ, X, □
Garrison X, Δ, Δ, □, □, X, □, □
Inner Sanctum□, Δ, Δ, □, □, □, □, □

SOUL BLADE

PLAY AS SOUL EDGE

Method 1 - Simply complete the game with every character. Do this and the title screen will charge from the plain blue design into a montage of all the characters. Now go to the character select screen and a new skull face representing Soul Edge will have appeared.

Method 2 - We couldn't actually be bothered to try this one, but apparently if you play the game for 20 hours without switching the machine off, Soul Edge will appear in much the same way.

PLAY AS SOPHITA!

Simply complete the Edge Master Mode with Sophitia, get the eighth weapon and then the next time you return to arcade mode, she'll be there.

PLAY AS SIEGFRIED!

Complete the Edge Master Mode with Siegfried and obtain his eighth weapon. The next time you enter the arcade mode, Siegfried will appear.

PLAY AS SOPHITA!

You basically have to complete Edge Master Mode, getting all 80 weapons.

PLAY AS HAN MYONG

First, Soul Edge must be available as a playable character - either by completing the game in Arcade mode with all ten fighters, or by racking up 20 hours playing time. Once he is, you need to complete Arcade mode with Hwang, then Seung Mina. Han Myong should now be unlocked. (You don't have to bother with alternate endings. You can also use continues and any game settings.)

CHANGING VOICE (JAP VERSION ONLY)

When the main title screen is displayed and you hear a gruff voice say "Soul Edge", it is possible to change the voice by holding L1 and L2 and pushing a direction on the joystick. Here are some examples:

L1 + L2 + ← - A husky voice will say "Soul Edge" very slowly.

L1 + L2 + → (or →) - Seung Mi Na will say "Soul Edge" very quickly.

SNAZZY OUTFITS

Costume #1 - □

Costume #2 - X + □

Costume #3 - Δ

Costume #4 - O

Costume #5 - X + Δ

ALTERNATE ENDINGS

All the commands must be entered when the screen returns to its full size during the end sequence.

Volde: To get him to break Soul Edge repeatedly press ←, → whilst he is rubbing the sword on his cheek.

Mitsurugi: When facing Tanegashima the rifle man, step off line by pressing → or ←, then run forwards and use a □ slash to kill him before he reloads.

Rock: When Rock's flash back has finished and he is standing in front of Soul Edge, press Δ and he will return to America to be with Bangoo.

Taki: Pressing X when Soul Edge flies towards her will allow Taki to capture the blades for her own use.

Sophitia: As Sophitia walks off through the woods, press → to make her walk to pool so you can see her wash.

Siegfried: Whilst he is standing in front of Soul Edge, press Δ to get him to destroy the blade and return

home to begin his penance.

Li Long: When Long falls to his knees, tapping □ and Δ rapidly will get him the strength to stand so that he can return to his wife.

Seung Mina: As her father raises his sword, press ←, then → to dodge the blow. Mina will then do a runner from the family home on her wedding night.

Hwang: Press □ when Hwang reaches for Soul Edge and when he returns to Korea he will get a hero's welcome.

Cervantes: By pressing Δ when the final battle is over, Cervantes will take his own life to prevent the evil spreading.

FINAL WEAPON

When you complete Edge Master mode with a character, you won't get the last weapon in their collection - you will have to search the map for it. When the end text has finished, go back to the map screen and select 'move' from the options and you'll move to where your final weapon is located. If you fail to complete the challenge on this location, the weapon will move again: keep choosing 'move' from the options until you complete a challenge first time and the final weapon will be yours.

CHANGE THE CAMERA VIEW

To do this, you'll need a Sony Multitap and a second controller. Plug the Multitap into any port on the PlayStation, and then plug the second controller into port two of the Multitap. Now battle away using the first controller, and then at any time during the fights, press R1 or R2 on the second controller and the camera perspective will be dramatically altered - there is even a first-person view for both characters!

With some of the camera angles, you can use the directional pad to rotate the action; and by pressing □ or X you can even zoom in and out.

RANDOM STAGE SELECT

To fight on random stages during the two-player versus mode, press and hold Select until each bout begins.

COLISEUM STAGE

If you go to the Game Option screen and set the ring size to 20M, you can fight in the secret stage.

SEUNG'S VOICE

Totally pointless, but did you know that when you boot-up the game, one out of seven times the voice that says "Namco" at the start will be Seung Mi Na's instead of the usual bloke?

CHANGE SOPHITA'S SKIRT COLOUR

Select Sophitia in Arcade mode and hold down all three attack buttons while the battle is loading in.

SOVIET STRIKE

MISSION PASSWORDS

1: WORSTCASE

2: GRANDTHEFT

3: GROZNEY

4: CHERNOBYL

5: CIVILWAR

If you wish to start Campaign #4 with five lives, simply input the password: NOSFERATU.

PASSWORD CHEATS

Enter the following passwords after inputting the desired level code. They can all be used at once.

ELVISLIVES

Infinite choppers

DAVEDITHER

More powerful weapons

IAMWOMAN

Unlimited armour

MOUNTANDEW

Unlimited fuel

MIDNIGHOIL - Infinite ammo, fuel and invincibility

FUGAZI - Infinite ammo, fuel and lives

THEBIGBOYS - Infinite ammo, fuel and double damage

VULTURE - Double mileage (slow fuel depletion)

ANGRYLOCAL - Soldiers and hostages crowd round chopper

QUAKER - Enemies don't fire at you

STRANGELUV - Unlimited ammo

EARTHFIRST - Unlimited Fuel

GHANDI - Helicopter is viewed as friendly by enemies

SPACE JAM

UNLIMITED POWER

At the 'Space Jam' title enter:

□, Δ, O, ←, →, L1

EXTRA MENU

At the options screen, hold L1 + L2 + R1 + R2 and press X. This should bring you to a new screen.

INFINITE TURBO

Get a flawless opponent on Speedy's Space Race.

100% Shooting Percentage

Get a flawless opponent in Sam's Shootout.

FREE GOALTENDING

Hit only the top targets in Lola Bunny's Hall Of Hijinx.

ALTERNATE SHIPS IN SPACE RACE

Win the Intergalactic tournament on the Hard difficulty level with any Tune Squad member; then play another game. Go to Space Race at intermission to see ships.

SPAWN

LEVEL SKIP

Pause the game, hold L1 + R1 + L2 + R2, and press Δ, X, □, O, O, O.

SHIELD

Pause the game, hold L1 + R1, and press Δ, Δ, X, X, □, O.

ALL POWER-UPS

Pause the game, hold L2 + R2, and press Δ, O, □, X, Δ, X.

ALL ITEMS

Pause the game, hold L2 + R2, and press X, □, O, Δ, □, O.

INVISIBILITY

Pause the game, hold L1 + R1, and press □, □, O, O, Δ, X.

RESET PHYSICAL ABILITY

Pause the game, hold L1 + R1, and press X, O, Δ, □, X, O.

RESET MAGIC ABILITY

Pause the game, hold L1 + R1, and press Δ, O, X, □, Δ, O.

ENERGY RESTORE

Press L1 + L2 during play to restore your energy - as many times as you like if you've entered the power-ups cheat above.

BONUS INTERVIEW

Play track 16 of the game disc in a standard audio CD player (or via the PlayStation audio menu) to hear an interview with Todd McFarlane (the creator of *Spawn*).

SPEEDSTER

CHEATS

Enter the following codes on the Speedster screen with the message 'PRESS A KEY'.

X, ←, Δ, →, R1, L1 Hidden Track
→, Δ, R1, O, L1, → Reverse Tracks
→, □, O, →, □, X Super Cham/ship
L1, R1, L1, □, R1, → Heavy
→, →, →, X, O, □ Performance Cars

SPICEWORLD

GIANT GIRLS

On the menu where a Spice Girl walks across a planet, hold Start and press O, □, O, □. The code will be displayed to confirm correct entry.

NAKED GIRLS!

On the menu where a Spice Girl walks across a planet, hold Start and press O, Δ, Δ, O. The code will be displayed to confirm correct entry. Now reset the game by pressing L1 + L2 + R1 + R2 + Select + Start. You'll see an alternate title screen with the Spice Girls sitting naked behind chairs.

DANCE AROUND HANDBAGS

On the menu where a Spice Girl walks across a planet, hold Start and press □, Δ, O, Δ. The code will be displayed to confirm correct entry. Enter the Television Studio to see the Spice Girls dance around their handbags! Some new moves will also be available in the Dance Practice studio (at the end of the sequence).

SECRET MESSAGES

On the menu where a Spice Girl walks across a planet, hold Start and press O, Δ, Δ, O. The code will be displayed to confirm correct entry. Then hold Start + Select and press O x4 for the first message. Re-enter the code to remove message, then hold Start + Select and press Δ x4 for second message. Re-enter code to remove it, then hold Start + Select and press □ x4 for final message.

SPIDER

RECHARGE WEAPONS & ENERGY

Pause the game and enter the following code: Δ, X, X, X, O, X, □, Δ, X, Δ, O.

SHRINK

Pause the game and press: Δ, □, O, Δ.

PASSWORDS

LABORATORY

Lab Floor 1.....

FMLC939GPR8F3BF7KT1

Sinks.....

CHMLC939GPR8F3LWGT53

Lab Top.....

86MLC939GPR8F3VFG5S4

Seventies Room.....

FW1MC939GPR8F3BF7KT1

FACTORY

Boxes.....

W1MC939GPR8F36DTS3

Conveyors.....

BSRMC939GPR8F3VTKT1

Machine Room.....

WDRC939GPR8F3LM8S95

Tubes

8VV5L939GPR8F36DTS3

Mechanical Arm Boss.....

8VV5L939GPR8F3G1QJ84

CITY

Down The Street.....

8VV5L939GPR8F3LRT654

Side Of Building.....

6SX0S939GPR8F3LRT654

Park W9PNT839GPR8F3B9LV3

Under The Street.....

N7KB3Y19GPR8F3V95HR5

Along The Street.....

N7KB3Y19GPR8F3G6K4T3

MUSEUM

Display Cases.....

P7KB3Y19GPR8F3BPF6G3

Volcano

G7KB3Y11GPR8F3BPF6G3

Dinosaur Bones.....

H7KB3Y1QFPR8F3QXSD54

Model City.....

J7KB3Y1GWP8F31766D1

Temple

K7KB3Y1B15S8F3QXSD54

Museum Boss.....

K7KB3Y1B15S8F3BTQ8B4

SEWER

Wells

V7KB3Y1B15S8F3Q57QC1

Along The Sewer.....

W7KB3Y1VBVP8F3LC1M95

Food Carton.....

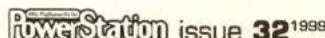
X7KB3Y1VLN78F31CH1C3

Up The Well.....

Y7KB3Y1VV16QF3Q57QC1

When the title screen is displayed

complete a mission, you'll be given a certain number of points. As you



end: **TEKKEN 2**

the biggest database of tips, cheats and codes in any magazine



TEKKEN 3

SECRET FIGHTERS

Kuma
Complete the game in Arcade mode.

Julia
Complete Arcade mode twice.

Gun Jack
Complete Arcade mode three times.

Mokujin
Complete Arcade mode four times. Mokujin is a wooden man/woman who randomly adopts the fighting style and moves of other characters.

Anna
Complete Arcade mode five times.

Bryan
Complete Arcade mode six times.

Heihachi
Complete Arcade mode seven times.

Ogre
Complete Arcade mode eight times.

True Ogre
Complete Arcade mode nine times.

Panda
Highlight Kuma on the character select screen and press \square or \times .

Tiger
Complete Arcade mode with all 18 other characters (Kuma/Panda count as one). Then highlight Eddy at the character selection screen and press Δ .

Doctor B
Complete Tekken Force mode four times, then defeat Doctor Boskonovitch when he appears. You can then select him in Arcade mode. His secret underground cave stage will also be unlocked.

Gon
There are two ways of obtaining Gon. You can either complete Arcade mode using Doctor B, or you can defeat Gon in the secret Tekken Ball mode. To use Gon in Arcade mode, move the cursor either left or right off the character select screen.

COSTUME CHOICE
Each fighter has two standard costume variations: press either punch button for one; either kick for the other. Obviously, if you both choose the same fighter in two-player mode, you'll automatically be given different costumes.

SECRET COSTUMES
Some of the fighters have a third costume, selected by pressing Start to choose them on the character select screen. However, to unlock secret costumes for each character, you have to play them a certain number of times in Arcade mode (without pausing and choosing 'Reset'). The quickest way is to set the timer to 20 seconds, battles to one round, and allow yourself to be defeated, then choose not to continue.

Xiaoyu
To see her in school uniform, you have to play her 50 times in Arcade mode.

Jin
To make him don rugby-style top and striped trousers (school uniform?), play him 50 times in Arcade mode.

Anna
She gets her high-fashion white outfit, complete with hat, after you've played her 25 times in Arcade mode.

GUN JACK

To see him in his earlier 'Jack-2' form, you only have to play him 10 times in Arcade mode.

SECRET INTROS
There are two alternative martial arts demonstration intros. Finish the game with the ten main characters to view an intro with fighters demonstrating martial arts moves in their 2P costumes. Obtain all the secret characters to see an intro with alternative fighters (Panda, Dr B, Heihachi etc) and costumes (Xiaoyu and Jin in school uniform).

TEKKEN BALL

View the endings of the ten main fighters to unlock this special mode, which lets you play a kind of beach volleyball using fighting moves!

THEATRE MODE
To unlock this mode, you have to view the ten main character endings. You can then view all the endings you've acquired so far.

To access the additional Sound and Disc options, you have to view all the endings for the extra fighters, including Tiger. Note that some characters have shared endings, so you only have to complete the game with one: Yoshimitsu/Doctor B, Kuma/Panda, Ogre/True Ogre.

The 'Sound' option allows you listen to all the music, while 'Disc' lets you insert the Tekken 1 or 2 disc to view the endings from the earlier games!

SCHOOL BACKGROUND

You must first acquire either Jin or Xiaoyu's school uniform by playing them 50 times in Arcade mode. Then select a two-player Vs game and choose the uniform by selecting and confirming Jin/Xiaoyu with Δ . BEFORE your opponent selects his fighter. They'll be fighting on a school yard background.

CHOOSE WIN POSE

After winning any bout, note which button you used for the final move. Then press and hold it to activate a particular winning stance. There are four poses for each fighter - one for each button (Δ , \square , \circ , \times).

TENCHU

GEORGE STOBARD POCKETS

Press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ whilst holding the R2 button on the item select screen. This will increase your carrying capacity to 99.

SECRET ITEMS

Press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ whilst holding the R1 on the item select screen to unlock the secret items.

MORE GEAR

Press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ whilst holding down L2 on the items screen. This gives you bottomless pockets.

HEALING PROPERTY

Pause the game during a mission and press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ to restore your character's health.

ACCESS ALL AREAS

On the mission selection map, press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ whilst holding R1. All the missions in the game will now be available for you to play.

PATTERN SELECT

On the mission selection map, press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ whilst holding R1. This will enable selection of guards pattern.

AYAME SEXY ARMOUR

1. Choose Ayame as your character. Go to the Inventory screen and use the Secret Items cheat: hold R1 and press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ .

2. Release R1, then press \square , \square , Δ , Δ , \circ , \circ , ϕ , ϕ . If it's worked, the armour will automatically be selected.

3. Now press Start and have a good gander at Ayame's cheeks!

TEST DRIVE: OFF ROAD

UNLOCK TRACKS & CARS

Enter the following driver names for extra tracks and cars:

FRIENDLY Dirt track
SANDDUNE Pharaoh's Curse track

CRAZY

Under Construction track
SNOWMAN Snowball Express track
ALLTRACK All tracks available
FIFTY Hot rod
LOWRIDER Stock car
BEEFY Monster truck
SPRINTER 4X4 buggy
DAVON No Clipping Mode

TEST DRIVE 4

These codes can only be entered on the High Scores screen. And to do that, you must complete any track with a time that is fast enough to rank in the top 10 (check the high scores screen for times to beat). Once you've finished a race, and the time you've achieved is fast enough to receive a high score you must quit the game. The loading screen will then come up and you will be able to enter your name. Or rather, you can enter one of the following cheats:

SAUSAGE - Open Secret Cars
KNACKED - Open Mirrored Tracks
WHOOOOSH - Turn Horn Into Nitro Acceleration

MJCM.RC - Turn Cars (including opponents) Into Micro Cars

TEST DRIVE 4X4

SCHOOL BUS

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press L1, ϕ , L2, ϕ x2, L2 x2, R2. A noise will confirm correct code entry. Start the race and you'll be driving the bus.

ICE CREAM VAN

Select Single Race or World Tour mode. Choose any vehicle, then at the transmission selection (AT/MT) screen, hold Select and press R2, L2 x2, ϕ x2, L2 x2, R1. A noise will confirm correct code entry. Start the race and you'll be driving the ice cream van.

TEST DRIVE 5

UNLOCK ALL GAME MODES

Enter VRSIX as a name on the High Score screen. Cop Chase and other game modes will now be selectable from the Full Race menu.

Note: The quickest way to enter your name on the High Score screen is to win a Drag Race, then quit.

ALL TRACKS & CARS

Enter RONE, NTHREE, and MTHREE as names on the High Score screen. All the extra tracks will be unlocked (including the Micro Machines style Bez's Flat). The extra cars will be available in Single Race and Time Trial modes.

BONUS CARS

Enter NOLIFE as a name on the High Score screen. Chris's Beast, Behold The Mighty Maui, and Pitbull Special will now be selectable in Single Race and Time Trial modes.

TETRIS PLUS

STAGE SELECT

1. Choose Puzzle Mode and select Password.

2. As soon as the Password screen appears press: ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ .

3. Repeat Step 2

4. Press \times

5. When the game starts, a Stage Select will be available.

THEME HOSPITAL

NEAT & TIDY

When your hospital becomes full or dirty, save the game, then reload it. Doing this will get rid of all the rubbish and patients!

PASSWORDS

2.....X0000000
3.....00000000
4.....00000000
5.....00000000
6.....00000000
7.....00000000
8.....X0000000
9.....00000000
10.....00000000
11.....00000000
12.....00000000

THEME PARK

INSTANT MILLIONS

Enter your nickname as BOVINE, then during play hold down \square , \square and \times for ten seconds to receive ten million dollars.

THREE LIONS

ALL SECRET TEAMS

On the Team Selection screen, press L2, ϕ , R2, R1, L2, ϕ . Highlight 'Europe' and press ϕ to find the Secret set of teams - all 14 of which can be selected.

TIME COMMANDO

SECRET LEVEL

There is a special hidden level in this time-travelling beat-'em-up adventure.

At the password screen enter:

COMMANDO. This puts you inside a boxing ring where you get to fight several different enemies.

SPECIAL PASSWORDS

All weapons: HUIBON

Max health: NUNLUX

CHEATS

Pause the game, highlight 'Sound FX', then enter the desired code. A sound will confirm it.

\times , Δ , Δ , \circ , \times , Δ , Δ , \circ , \square , ϕ , \times Restores health (can be repeated when needed)

\times , \square , \times , Δ , \circ , ϕ , \times , ϕ , \times , Δ , Δ Go to the next stage

\circ , \times , Δ , \circ , ϕ , ϕ , \times , ϕ , Δ , ϕ , ϕ Go to the next world

\square , ϕ , Δ , \times , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ Maximum size for energy bar

Δ , \times , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ All weapons

Δ , ϕ , Δ , \times , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ Infinite ammo

ϕ , \times , ϕ , Δ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ , ϕ Automatic recharge for certain weapons

PASSWORDS

Roman Empire.....TUHOUEFY

Japanese.....ADSAGZLY

European Middle Ages ZJFKYGLZ

Conquistadors.....EBELPWNN

Western.....EVXGPWNN

Modern Wars.....ENGQEGHJ

Future.....NDWMHGEJ

Beyond Time.....XEMJBDFS

TIME CRISIS

(Japanese Version Only)

EASY ARCADE MODE

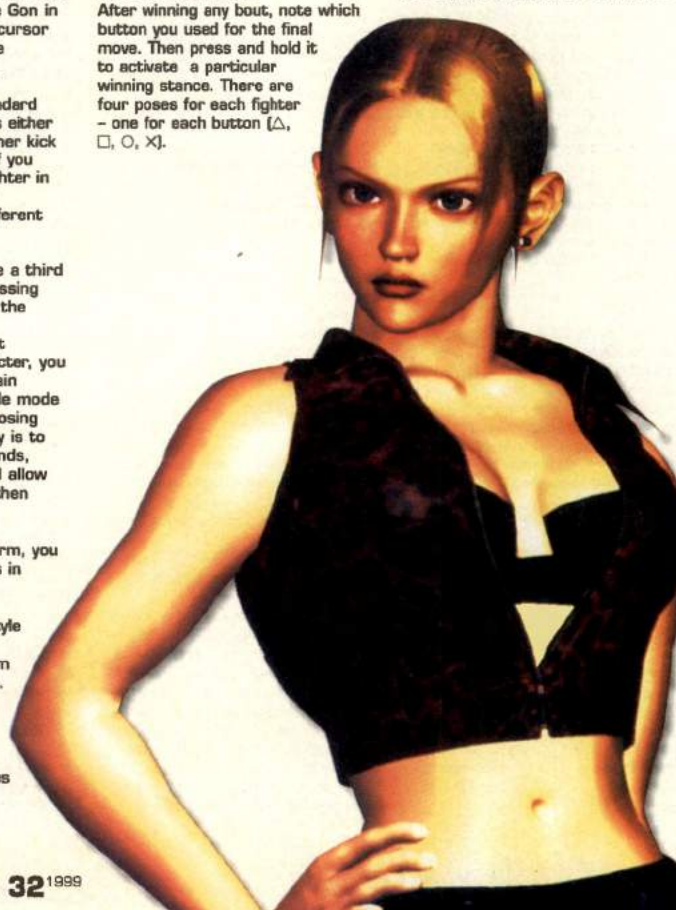
Select the arcade mission from the main selection screen and then, on the next screen that allows you to choose between Time Attack mode or the Story mode, shoot outside of the screen. If the cheat has worked, you'll see the word 'Easy' appear over the Story mode option. Now select it and start playing and you'll now have five lives and a lot more time.

ALTERNATE RELOAD

Plug a standard control pad into port 2 of the PlayStation and then during the game you'll be able to press \square , \times , \circ , or Δ to duck down and reload instead of the gun button. You can even place it on the floor and use your foot!

CHEAT MODE

At the main screen, where you choose the three boxes, shoot one



the best playstation cheats

Search

any all phrase

The PowerStation Database



bullet into the middle of the loop of the 'R' in 'CRISIS', then two into the centre of the cross-hairs (next to 'TIME'). If you get it right you'll be taken to a cheat menu where you can choose nine lives, no reload, and infinite continues.

TOBAL 2

BIG PLAYERS/LITTLE PLAYERS

When selecting your character, hold L2, R2 and push the Δ button. Now during the bouts, you can increase and decrease the size of your character by pressing L2 (shrink) or R2 (grow). This works on all modes except for Quest.

ALTERNATIVE COSTUMES

Press $\hat{+}$ + Δ when you select your character and they will enter the battle arena in a different set of clothes.

HIDDEN CHARACTERS

There are simply loads of secret characters in *Tobal 2*. Here's how you get to play as them:

Mufu - beat the game on easy mode.

Nork - beat the game on normal mode.

Udan - beat the game on hard mode.

Trix (Toriya Robot) - beat the game on easy mode using a monster.

D Purple - beat the game on normal mode using a monster.

Red Zeppel - beat the game on hard mode using a monster.

Black Attacker - beat the game on easy mode without using continues.

Mono Eye - beat the game on normal mode without using continues.

Dark Elf - beat the game on hard mode without using continues.

Tri Horn - becomes playable after a certain number of replays are saved.

Chocobo - beat Practice (1st) Dungeon.

Mark - beat Egyptian Ruins (2nd) Dungeon.

Dog - beat the Desert Spaceship (3rd) Dungeon.

Mark2 - beat the Castle (6th) Dungeon.

Totem 1st - see all ten endings on easy mode.

Totem 2nd - see all ten endings on normal mode.

Totem 3rd - see all ten endings on hard mode.

TOCA TOURING CAR CHAMPIONSHIP

CHEATS

Enter your name as the following for desired effect:

JHAMMO - Access All Tracks

CMGARAGE - All Vehicles

CMNOHITS - No Car Collisions

XBOOSTME - Speed Boost

CMMAHYEM - Maniac Drivers

CMLOGRAV - Low Gravity

CMCHUN - Karting Mode

CMRAINUP - Rising Rain

CMHANDY - Larger Hands

CMCATDOG - Raining Cats & Dogs

CMUPSIDE - Upside-Down View

CMFOLLOW - Following Camera

CMCOPTER - Helicopter View

CMMICRO - Overhead View

CMTOON - Cartoon Background

CMDISCO - Flashing Sky

CMSTARS - Starry Sky

PATSCREEM - Enables TOCA

Showdown Championship (on main menu), where circuits are reversed.

CODIES - On the Qualifying Times screen it says 'two players' and rubs all the other drivers' names off, leaving them blank.

CMIMPOSS - Makes the game a whole lot harder.

TOCA TOURING CARS 2

CHEATS

These cheat codes must be entered on the name entry screen for Single Race. You will hear the announcer saying, "Cheat Mode Enabled."

CODENAME MINICARS

PADDED LUNAR LONGLONG

PUNCHY

BANGBANG TECHLOCK

BCASTLE DUBBED ELASTIC TRIPPY JUSTFEET

FASTBOY DINKYBIT

NEW CHEATS MECHANIC BIGLEY

Special FX

Micro Machines

camera view

Bouncy barriers

Low gravity

Propeller

head championship

No kick out of championship

Battle mode

Lock frame rate

during qualification

Bouncy crashes

OTT crashes

Stretch track vertically

Blur horizons

Wheels only

(no car body)

Faster

Quilton Park island circuit

All Cars

All Tracks

2801

2802

2803

2804

2805

2806

2807

2808

2809

2810

2811

2812

2813

2814

2815

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2817

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2849

2850

thousand pieces! Hold R2 to sidestep left, right, then left again, walk one step forward, then back, rotate Lara three times (either way), and jump back.

TOMB RAIDER III

CHEATS

Simply enter these codes during play (don't pause).

ALL WEAPONS ETC

L2, R2 x2, L2 x4, R2, L2, R2 x2, L2, R2 x2, L2 x2, R2, L2 x2, R2. Lara will scream if it's worked! Your inventory will now have all the weapons plus lots of Medi Packs and Save Crystals. Re-enter the code for even more of these (and ammo).

LEVEL SKIP

L2, R2, L2 x2, R2, L2, R2, L2, R2, L2 x4, R2, L2, R2 x4, L2. Lara will say 'No' if it's worked. The screen will freeze for a second or so, then continue with FMV sequence (if there is one) and Statistics screen.

ALL SECRETS & KEYS

L2 x5, R2, L2 x3, R2, L2, R2, L2 x2, R2, L2 x2, R2, L2 x2. It it's worked, you'll hear Lara moan. Go to the Statistics screen and you'll have automatically collected eight secrets - even if there are less on the level! Move up from your weapons inventory and you'll also find every key needed.

FULL ENERGY

R2 x2, L2, R2, L2 x6, R2, L2 x3,

R2, L2 x5

You can replenish Lara's health with this code - although it's easier to use a Medi Pack gained from the All Weapons cheat.

RACE TRACK KEY (LARA'S MANSION)

R2, L2 x3, R2, L2 x6, R2, L2 x5, R2, L2 x2

If you can't be bothered looking for the Race Track Key in Lara's mansion, enter this code to get it.

TOMMI MAKINEN RALLY

CHEAT MODE

Enter any of these as your name and a new option will appear on the main menu, called 'Cheats'.

STRANGE

MIRROR

PEUGEOT

FFSA

THRILLS

Let's you drive a bus

Mirrored tracks

Gives you a Peugeot

Rally Jeunes

Dual Shock

always vibrates

Loadsamoney!

Money

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CUBA

120123 or 22082

215940 or 20423 or 20624

or 57131 or 81664 or 82732

338332

432880 or 82072 or 82123

555272 or 89332

620906 or 79442

721854

KOREA

144673 or 82432

227914 or 79754 or 81424

379103 or 79344 or 82852

420693

576252

621701

781712 or 82222

806604 or 79944

920162

1021170

LIBYA

221551 or 79535

320804 or 81844

476734 or 79451

538902

620411 or 21860

or 21911 or 51493

781484

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"Always look on the bright side of life." (It's a tricky one, though! Try "side" instead of "side".)

ACCESS MULTI-PLAYER SUICIDE MODE

Tap out the rhythm: "Supercalifragilisticexpialidocious" to activate the Suicide Mode. Select an 'A' track in split-screen mode and you'll race around the track in opposite directions!

HIDDEN TRACKS:

To activate the hidden tracks you must be team Ahmad.

MOSCOW 2

Near the end of the course you will see a ramp: use it to jump over the left-hand wall where the level warp is located beside a building. When you enter it, the screen will shrink and the words 'loading extra level' will appear.

EGYPT 1

After you've crossed the third bridge, you'll see a building. Use the ramp on the right to get to it, then drive around to get into the level warp.

SCOTLAND 3

Just before you get to the woods, hit the cliff on the right so that you land on the right-hand side of the woods. Drive straight forwards into the sign and you should hit the level warp.

SWITZERLAND 1

Follow the track through the village and under the cable-car. You will enter a tunnel, which you should continue through until you cross a small bridge. To your left are a number of buildings. Drive off the road and around the back of these buildings. You will see a yellow and red spinning shape. Drive into it.

HONG KONG 5

Drive around until you reach a dirt track. Once on the latter, you will eventually come to a small low bridge across a small stream. Get off the road and quickly try to drive under the bridge. Drive into the orange ball under the bridge in the middle of the stream to start the bonus level.

EASTER ISLAND 2

From the start, turn your car around and drive to where you can see a cruise ship. On your left-hand side you'll find a red and white barrier, and behind that is a small road. At the end of that road you'll find a level warp (the easiest way to go over the barrier is on the right side).

TOTAL NBA '96

ALL-STAR GAMES

This allows you to play either the '94/'95 (Phoenix) or '95/'96 (San Antonio) All-Star Game. It has the All-Star Weekend court, and the team names are from the Eastern/Western conferences...

At the Exhibition Game screen, press R1, L1, R1, L1, R2, L2, R2, L2 - '94/'95 or

R1, R1, R2, L1, L2, L1, L2 - '95/'96

An All-Star menu option appears, allowing you to turn various cheats on.

REMOVE STATS

Press L1, L2, R1 & R2 during a break or at half-time

CRAZY BALL!

1. Use Shawn Bradley or George Mursan.

2. Goaltend, rebound the ball with either one, and shoot a three-pointer.

3. The ball will fly into the air, do some loops, and you will score a point and then have the ball back.

TOTAL NBA '97

SUPER DIFFICULTY

On the game options screen, press L2 + R1 and a new 'Super' difficulty level will be available.

MAXIMUM SKILLS

On the Create Player screen, hold Select + Δ + \square + \circ to make your player's skill bars shoot up to maximum.

TOTAL NBA '98

SUPER PLAYER

1. Go to Roster and Create Player. Enter 'Nothing Can' as a first name, 'Save' as a last name, and 'You' as a college.

2. Press \square for Stats and all his attributes should now be 99. You may now rename the player if you want.

SMALL PLAYERS

1. Go to Roster and Create Player. Enter 'Micro' as a first name and 'Man' as a last name. 2. Begin play in Exhibition mode for small players on both teams.

TREASURES OF THE DEEP

FULL MAP

Instantly displays the entire map, giving you a good understanding of the seabed structure and layout. Pause the game and press Δ , X, \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , \square , X, \circ , X, \square .

EXTENDED SHARK ATTACK TIME

Enter this cheat to give you more time on the bonus Shark Attack level.

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , L2, L2, R1, R1, R1, R2, L1.

DISABLE CURRENTS

Sea currents will miraculously disappear from the waters.

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , R1, L1, L2, R2, X.

FULL SCREEN DISPLAY

Er, although the cheat is accepted, its actual effects are still unknown.

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , Δ , X, ϕ , ϕ .

OVERHEAD VIEW

The camera will change from the standard views to an overhead one. Press Select + L1 to zoom out and Select + R1 to zoom in the camera.

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , Δ , ϕ , X, \square .

COIN HARPOONS

Instead of the bog-standard harpoons, you'll now be firing something that resembles gold coins.

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , X, ϕ , Δ , ϕ .

TURBO MODE

Treasures Of The Deep isn't particularly fast, but all that will change with this hyper-speed cheat.

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , R1, R2, R1, R2, R1, R2.

ALL EQUIPMENT

Kit yourself out with every piece of equipment under the sun - and a large number of them too!

Pause the game and press Δ , X, ϕ , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, R2, R2, R2, R2.

LEVEL SELECT

When you next return to the Earth map you'll be able to take your pick of the missions.

Pause the game and press Δ , X,

ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , ϕ , ϕ , ϕ , Δ , X.

ALL LEVELS COMPLETE

Your dive is complete and your objectives fulfilled. Rise to the surface to complete the level.

Pause the game and press ϕ , X, ϕ , ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , \square , X, X, X, \square , Δ , Δ , \square , \square , X, X, X.

ALL WEAPONS

Improve your arsenal and obtain a healthy amount of weapons.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, L2, L2, L2, L2.

LEVEL SKIP

If you wish to finish the current level, whether you have accomplished your mission goals or not, you can skip to the next level.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , Δ , Δ , ϕ , ϕ , ϕ .

EXTRA CONTINUES

Give yourself a few more continues by entering in this handy cheat.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , R2, R2, R2, L2, L2, L2.

EXTRA GOLD

Mo' money, mo' money. Give yourself an extra two million gold pieces each time. Pause again after entering the code to instantly add the loot.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , R1, R2, L1, L2, R1, R2, L1, L2.

ADD TABLET PIECE

If you don't fancy the task of searching for the hidden tablet piece (level secret), then enter this cheat to obtain it.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , L1, L2, L1, L2, \square , ϕ .

DISABLE FINES

No longer shall you worry about being fined for shooting dolphins or mermaids with this little saver.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , R2, R1, L2, L1.

UNLIMITED AIR

An infinite supply of air is yours with this breath-giving cheat.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , Δ , ϕ , X, \square , ϕ , ϕ .

UNLIMITED HEALTH

Never again will you be harmed with this well-ard cheat.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , Δ , ϕ , X, X.

FULL AIR AND HEALTH

Replenish lost air and health with this life-saving cheat.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , ϕ , ϕ , ϕ , X, X.

UNLOCK ALL DOORS

Get to those hard-to-reach places in an instant by removing the doors blocking you.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , X, ϕ , Δ , \square .

SWIM THROUGH OBSTACLES

Confuse the enemy by swimming through them!

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , \square , ϕ , ϕ .

UNLIMITED PAYLOAD

An infinite supply of weapons and equipment are yours at the touch of these buttons.

Pause the game and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , Δ , ϕ , X, ϕ .

BONUS ATLANTIS LEVEL

Complete all the levels and find all the gold tablet pieces to access the bonus Atlantis level.

Alternatively enter the Level Select cheat to access this bonus level.

BONUS SHARK ATTACK LEVEL

Start the 'Wreck of the Conception' level. Enter the 'Level Select' cheat, then 'Extra Gold' cheat, before entering the 'Level Skip' cheat. When you return to the level select screen, the Bonus Shark Attack Level should already be selected. When you've played it once, it disappears again.

FINAL END SEQUENCE

Complete the bonus Atlantis level to view the final end sequence.

TOGGLE OVERLAYS

Pause during play and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , ϕ , ϕ , X, X, X, Δ .

INCREASED FRAME RATE

Pause during play and press ϕ , X, ϕ , \square , ϕ , ϕ , Δ , Δ , ϕ , ϕ , \circ , \circ , ϕ , ϕ , ϕ , ϕ .

TRIPLE PLAY '97

MONSTER HOMERS

Enter and hold: L1, L2, R1, R2. Now enter (without holding): ϕ , ϕ , Δ , Δ , ϕ , ϕ , X, X. You should hear a chime: now simply hit the ball for an automatic home run. Note: You must enter this for each new batter.

MYSTERY STADIUM

When choosing the stadium press L1, R1, L1, R1 (hold the last R1), then press Start. This brings up a new stadium to play ball in.

SUPER RUNNER

Enter 'Dennis Hirsch' at custom players for a superfast runner.

TRIPLE PLAY '98

BONUS FIELDS

Press L1, R1, L1, R1, \square on the stadium selection screen. The Field Of Dreams cornfield, Ebbsfield, and The Polo Grounds are now available to select.

Note: The latter two stadiums will appear in monochrome.

PLAYERS IN UNDERWEAR

Enable the 'Bonus Fields' code (L1, R1, L1, R1, \square on stadium selection screen).

Highlight the cornfield and press L1, R1, L1, R1, \square . Enable the 'EA Sports Dream Team' code (L2, R2, L2, R2, \circ on team selection screen) and select them as the home team. The team will be in their underwear when play begins.

ALWAYS HIT HOME RUNS

Hold L1 + L2 + R1 + R2, then press ϕ , Δ , ϕ , ϕ , \square , ϕ , X while in the batter's box.

ALWAYS STRIKE OUT THE BATTER

Throw one pitch for a strike. Before selecting the next pitch, hold L1 + L2 + R1 + R2, then press X, ϕ , ϕ , ϕ , Δ , ϕ . The batter will strike out after missing the next pitch.

CROWD AND STADIUM COMMENTS

Hold L1 + L2 + R1 + R2, press \square , ϕ , ϕ .

WEATHER COMMENTS

Hold L1 + L2 + R1 + R2, then press ϕ , X, ϕ . The announcers will make a comment about the weather.

SPONSOR COMMENTS

Hold L1 + L2 + R1 + R2, then press Δ , ϕ , Δ . The announcers will make a comment about a sponsor.

CROWD CHEERS

Hold L1 + L2 + R1 + R2, then press the following button: ϕ , X, ϕ , X, Δ .

CROWD BOOS

Hold L1 + L2 + R1 + R2, then press ϕ , X, ϕ , X, X.

EA SPORTS DREAM TEAM

Press L2, R2, L2, R2, \circ at the team selection screen, then select the 33rd overall team.

SUPER PITCH

Press X to throw a fastball, then immediately press \square + ϕ .

TWISTED METAL

MULTI-CARS

If you want to have a real fight for your life, try out this password. It results in five cars all chasing you at once!

\square , Δ , ϕ , \square , ϕ

HELICOPTER VIEW

To have a view from high up, use this password, then press Start + ϕ on either the Arena or Rooftop stage. ϕ , ϕ , Δ , X, Space

INVINCIBILITY

There's no easier way to succeed in a game than by using this code.

\square , Δ , X, Space (press ϕ), ϕ

INFINITE WEAPONS

Arm yourself to the hilt.

Δ , Space, \square , ϕ , ϕ

FINAL LEVEL CHEAT

On the final level of the game, just after beating all three cars on the rooftop, quickly drive your car off the edge of the roof. While you're falling you should get the announcement of the fight with Minion and you'll be put back up onto the roof with full energy and all the weapons you started with!

PASSWORDS

Freeway level.....X, \square , ϕ , ϕ , Δ

River park level.....X, Δ , \square , ϕ , ϕ

Cyburia.....X, \square , Δ , Δ , Δ

Warehouse level... ϕ , ϕ , Δ , ϕ , ϕ , ϕ

Rooftop final stage \square , Δ , X, ϕ , X

TWISTED METAL 2

ADVANCED ATTACKS

ϕ , ϕ , ϕ - Freeze Blast (Blue ball, slightly homing)

ϕ , ϕ , ϕ - Napalm (Just like the normal pick-up weapon)

ϕ , ϕ , ϕ - Jump (Well, you jump!)

ϕ , ϕ , ϕ - Shield (The green dome of protection; lasts 3 seconds)

ϕ , ϕ , ϕ - Rear Attack (Fires the selected weapon behind your vehicle)



enter this code: $\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$
(keep the fire button held and try again if it doesn't work straight away).

4. You will receive about a dozen extra napalms which home in on enemies.

LIFE FOR MURDER

Simply run over ten citizens to recharge your health fully!

TRAIN BONUS

After destroying a train in the subway at Hong Kong, your next weapon will be twice as powerful.

SELL YOUR SOUL

To exchange all your weapons for increased health, during play press:

$\uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow$
'Sell Your Soul' will appear at the top of the screen. The more weapons you give up, the more health you'll gain.

BACKWARDS FREEZE

When without ammo, press:

$\uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow$

MINION'S SPECIAL

This can be done with any character, but you must have full advanced-attack power. Just hold R2 (machine gun) and press $\uparrow, \uparrow, \uparrow, \uparrow$

GOD MODE

Hold L1, R1, L2 and R2 and press

$\uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow$

INVINCIBILITY

Hold L1 and R1 then press $\uparrow, \uparrow, \uparrow, \uparrow$

UNLIMITED AMMO

Hold $\square + \circ$, then press $\uparrow, \uparrow, \uparrow, \uparrow$

MEGA GUN

Hold \circ then press $\uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow$

LEVEL PASSWORDS

AXEL

Los Angeles.....N/A
Moscow.....XAXX
Paris.....XAXX
Amazonia.....XAXX
New York.....XAXX
Antarctica.....XAXX
Holland.....XAXX
Hong Kong.....XAXX
Dark Tooth.....XAXX

GRASSHOPPER

Los Angeles.....N/A
Moscow.....XAXX
Paris.....XAXX
Amazonia.....XAXX
New York.....XAXX
Antarctica.....XAXX
Holland.....XAXX
Hong Kong.....XAXX
Dark Tooth.....XAXX

HAMMERHEAD

Los Angeles.....N/A
Moscow.....XAXX
Paris.....XAXX
Amazonia.....XAXX
New York.....XAXX
Antarctica.....XAXX
Holland.....XAXX
Hong Kong.....XAXX
Dark Tooth.....XAXX

MR GRIMM

Los Angeles.....N/A
Moscow.....XAXX
Paris.....XAXX
Amazonia.....XAXX
New York.....XAXX
Antarctica.....XAXX
Holland.....XAXX
Hong Kong.....XAXX
Dark Tooth.....XAXX

MR SLAM

Los Angeles.....N/A
Moscow.....XAXX
Paris.....XAXX
Amazonia.....XAXX
New York.....XAXX
Antarctica.....XAXX
Holland.....XAXX
Hong Kong.....XAXX
Dark Tooth.....XAXX

OUTLAW 2

Los Angeles.....N/A

Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A
Los Angeles.....N/A
Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A

SHADOW

Los Angeles.....N/A
Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A

SPECTRE

Los Angeles.....N/A
Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A

THUMPER

Los Angeles.....N/A
Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A

TWISTER

Los Angeles.....N/A
Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A

WARTHOG

Los Angeles.....N/A
Moscow.....XO_A
Paris.....XO_A
Amazonia.....XO_A
New York.....XO_A
Antarctica.....XO_A
Holland.....XO_A
Hong Kong.....XO_A
Dark Tooth.....XO_A

UFO: ENEMY UNKNOWN

SAVE MONEY

One to two hours before the end of the month, transfer all of your scientists and engineers to another base. Since they are in transit they don't get paid.

EASY MONEY

This is an easy way to get millions of dollars. First go and investigate a crash site, then when you finish it, research Alien Alloys. Once it's researched, manufacture a lot and sell it all for a nice profit - it costs \$3,000 to make, but sells for \$6,400. Also, sell all but one alien corpse. After you research it, sell it and get \$20,000 for each one.

NEVER DIE

You need a memory card for this one. When you start the mission, save the game. Then, after you and your turn, if none of your guys die, save after the aliens' turn is over. Continue until someone dies, in which case Abort Mission and Load Game. Then do something different

from last time. Continue until the mission is over and none of your guys will die.

ULTIMATE DOOM

Level/Health/Armour/Weapons/Password/Title

02/125%/200%/All/
CR13WDD3DB/Plant
03/200%/200%/All/
3JCMK8W64/Toxin Refinery
04/200%/200%/All/
03LTJOY02/Command Control
05/200%/200%/All/
H3311HFTK/Phobos Lab
06/200%/200%/All/
04MSKZX921/Central Processing
07/125%/200%/All/
YTLCCXXLV/Computer Station
08/200%/200%/All/
09SMBY04YW/Phobos Anomaly
09/200%/200%/All/
7KKBLD7V53/Diemos Anomaly
10/100%/200%/All/
FM4217GSGJ/Containment Area
11/200%/200%/All/
H113WDGLB/Refinery
12/200%/200%/All/
07GPDW26WY/Deimos Lab
13/350%/150%/12346/
WTXQ9C3W12/Command Center
14/100%/200%/123456/
RBRAGILDLN/Halls of the Damned
15/300%/175%/1236/
WTXQ9C3W11/Spawning Vats
16/50%/75%/1234567/
548C7DFVYX/Hell Gate
17/100%/125%/1234567/
JOCB9DZPQS/Hell Keep
18/100%/125%/1234567/
JGB9CTONRT/Pandemonium
19/100%/200%/All/
9GLTKR0102/House of Pain
20/100%/200%/All/
78M63GX921/Unholy Cathedral
21/200%/200%/All/
S161FHVQJG/Mt. Erebus
22/200%/200%/All/
33QHFT6WY/Limbo
23/200%/200%/All/
VBGGPJY46/Tower of Babel
24/200%/200%/All/
ZYKTLW7V53/Hell Beneath
25/200%/200%/All/
0DJSM4HW64/Perfect Hatred
26/200%/200%/All/
LS5YPTCRKH/Sever the Wicked
27/200%/200%/All/
ZDJSMVRW64/Unruly Evil
28/200%/200%/All/
1YKTX4GV53/Unto the Cruel
29/200%/200%/All/
XKF6R8LZ97/Twilight Descends
30/200%/200%/All/
DJX07Q4HTR/Threshold of Pain

UNHOLY WAR

ALL PLAYERS

Select Mayhem mode and highlight the Set Teams option. Press $\circ + \square$. Select x4, Start x3, \square x2, \circ , \square . 'All Players' will appear in the bottom right corner and Beta Razorfane and Super Prana Devil will now be added to the characters.

ALL LEVELS

Select Mayhem mode and highlight the Accept Teams option. Press $\circ + \square$. Select x4, Start x3, \square x2, \circ , \square . 'All Levels' will appear in the bottom right corner. Dark Maze and Menhir Circle will now be added to the level selection screen.

UNLOCK WARS

Select Strategy mode and highlight the Set War option. Press $\circ + \square$. Select x4, Start x3, \square x2, \circ , \square . 'All Wars' will appear in the bottom right corner. You can now select any war.

V-RALLY

To activate the cheat mode, load the game and wait for the Infograms

logo to appear. Then quickly press: $\uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow$ (press the last two buttons together)

The phrase 'Lock Off' will appear to confirm correct code entry (and unlock all the Arcade tracks). Before the screen changes, press one of the following controller actions to activate the corresponding cheat function...

UNLIMITED TIME

Press and hold $\uparrow + L1$ to get infinite time on Arcade mode.

NARROW TRACKS

Press and hold $\uparrow + L2$. The Arcade tracks are now narrower - as confirmed by the 'Narrow Tracks Loading' message before a race.

JEOP

Press and hold $\uparrow + R1$. A small Jeep will replace the Peugeot 106 Maxi. This cheat also activates the secret Rollercoaster track.

RESTART RACE

Press and hold $\uparrow + R2$ to allow an Arcade mode race to be restarted.

DEBUG MODE

Press \uparrow then \uparrow . Game debug information will be displayed. Press Start to access a 'Memory' option that displays more information.

ALL CHEATS

If you want the first four cheats active at the same time, simultaneously press and hold $\uparrow + L1 + L2 + R1 + R2$ when the 'Lock Off' message appears.

SECRET ROLLERCOASTER TRACK

Activate the cheat for the Jeep (see above), then select the 'Sweden 1' Championship track in Time Trial mode. The screen should say it's loading the '????' stages to indicate you've accessed the secret circuit.

V TENNIS

Mr Tonkin: When playing in normal mode, move the cursor over any player; then press L2, L2, R1, R1, R1, $\uparrow, \uparrow, \uparrow, \uparrow, \uparrow, \uparrow$.

Mrs Tonkin: Hold L1, R2, $\uparrow, \uparrow, \uparrow$, then press \circ .

VICTORY BOXING

EXTRA HEADS

Whilst competing in the main event, once you have fought and beaten Takeshi Hangman, The Champ and Alan Kidd, return back to the 'create your own boxer' mode (whilst keeping with the same gym you used to beat them), and the highlight the 'head' option. Now scroll off of the list available by either going left or right, and then the heads of the three boxers will be available for you to select.

SECRET FIGHTERS

If you beat The Champ and then successfully defend your title five consecutive times in each different fighting style, you'll reveal six new characters. They are as follows:

Peek-a-boo

Kiki & Mirri, Edward King

Detroit

Roboxer Beta 1, Carrie the Bunny

Open

Jack-in-the-Box, Snake

VICTORY BOXING 2

INSTANT WINS

Line up the boxer you want to fight, hold L1 + L2 + R1 + R2 and press \times . It should come up with a black screen with green 'Now Loading' rather than the trivia. Then press \times and you'll hear a sound, then it will return to the training screen and you have the win without doing anything.

VIEWPOINT

LEVEL PASSWORDS

Level 1-1.....cgg

Level 1-2.....ccl
Level 1-2.....ccl
Level 1-3.....crr
Level 2-1.....fgd
Level 2-2.....fij
Level 2-3.....frn
Level 3-1.....hgd
Level 3-2.....hlg
Level 3-3.....hrl
Level 4-1.....kkg
Level 4-2.....kld
Level 4-3.....krj
Level 5-1.....mgi
Level 5-2.....mld
Level 6-1.....pgl
Level 6-2.....pgl
Level 6-3.....prd

VIGILANTE 8

CHEATS

Choose any character on the Game Status screen and enter the passcode for the cheat you want - you'll hear a woman say 'Funky!'

Big Wheels: MONSTER_WHEELS

Homing Missile Power-Up:

DEADLY MISSILE

Low Gravity: REDUCE_GRAVITY

No Enemies: GO_SIGHTSEEING

Invincibility: I_WILL_NOT_DIE

View FMV: SEE_ALL_MOVIES

Select Same Vehicle (2P Mode):

SAME_CHARACTER

Expert Mode: HARDEST_OF_ALL

UNLOCK ALL ARENAS & CHARACTERS

Enter the passcode:

WMNNWLHTSCUCLH

VR POWERBOAT RACING

Race With Single-Hulled Boats

Enter the password PLA

Race In Champion Edition

Enter the password CUP

Race With Large Heads

Enter the password DEFORM

Large Boats

Enter the password LARGE

Small Boats

Enter the password COMPACT

Long Boats

Enter the password LONGONE

Extra Speed

Enter the password SPEEEEE

Go Faster

Enter the password ZOODOOM

Turbos Collected Automatically

Enter the password HELP.ME

Minnow-Class Catamarans

Enter the password MIN

Pike-Class Catamarans

Enter the password IKE

Barracuda-Class Catamarans

Enter the password CUD

Slalom Level

Enter the password L.R

Mine Level

Enter the password U.G

WARCRAFT II

CHEAT CODES

Simply pause the game and enter them on the password screen.

WIN LEVEL

NTTSCINS

Automatically completes the current mission (after a few seconds).

LOSE LEVEL

YPTFLWRM

INVINCIBLE FORCES

TSGDDYTD

Your units cannot be harmed in battle.

MORE GOLD, OIL & TIMBER

GLITRNG

Gives you lots more resources.

BUILD MORE THINGS

CKMT

Lets you build more stuff from start.

FAST BUILDING

MKTS

Buildings and units are created in mere seconds.

the biggest database of tips, cheats and codes in any magazine



MAP CHEAT

NSCRN

See entire level map from the start.

ALL SPELLS & FULL MANA

Enter VRYLTL as a password to get all spells without having to research them, and infinite Mana.

COMPLETE GAME

Enter THRCNBIL as a password to view the end-of-game screen.

+5,000 OIL

VLDZ (Repeat as many times as you like.)

FAST WOOD CHOPPING

HCHTXNS

DISABLE COMPLETE VICTORY

NVRVNNR

PASSWORDS

TIDES OF DARKNESS - HUMAN

- 1 - HillsbradHLLBRD
- 2 - Ambush Tarren Mill.MBSHTM
- 3 - SouthshoreHSTHSH
- 4 - Attack On Zul'Dare.....TTCKNZ
- 5 - Tol BaradHTLBRD
- 6 - Dun AlgazDNLGZ
- 7 - Grim BatolGRMBTL
- 8 - Tyr's HandTYRHND
- 9 - Battle At Darrowmere.BTTLTD
- 10 - The PrisonersPRSNRS
- 11 - Betrayal And The Destruction Of AlteracBTRYLN
- 12 - Battle At CrestfallBTTLTC
- 13 - Blackrock SpireSSLTNB
- 14 - The Great PortalGTRPRT

TIDES OF DARKNESS - ORC

- 1 - Zul'DareZLDR
- 2 - Raid At HillsbradRDTHLL
- 3 - SouthshoreRCSTHS
- 4 - Assault On HillsbradSSLTNH
- 5 - Tol BaradTRLBR
- 6 - The BadlandsBDLND
- 7 - The Fall Of StromgardeFLFST
- 8 - Caer DarrowRNSTNT
- 9 - Tyr's HandRZNGFT
- 10 - StratholmeDSTRCT
- 11 - Quel'Thalas FallsDORSSQ
- 12 - Tomb Of SargerasTMBFSR
- 13 - Siege Of DalaranSGFDLR
- 14 - Fall Of LordaeronFLLFLR

BEYOND THE DARK PORTAL - HUMAN

- 1 - Alleria's JourneyLLRSJR
- 2 - Battle For Nethergard.BTLFR
- 3 - Into The BreachNGMRNT
- 4 - Beyond Dark Portal ..BYNDTH
- 5 - The Shadows SeasSHOWSS
- 6 - Fall Of AuchindounFLFCH
- 7 - DeathwingDTHWNG
- 8 - Coast Of BonesCSTFBN
- 9 - Heart Of EvilHRTFVN
- 10 - Battle Of HellfireBTLTFH
- 11 - Laughing SkullDNCFTH
- 12 - Bitter TasteBTRTTS

BEYOND THE DARK PORTAL - ORC

- 1 - Slayer Of Shadowmoon.....SLYRFT
- 2 - The Skull Of Gul'den...SKLLFG
- 3 - ThunderlordTHNDRL
- 4 - The Rift Awakened...RFTWKN
- 5 - DragonsDRGNSF
- 6 - New Stormwind.....NWSTRM
- 7 - The Seas Of Azeroth...SSFZRT
- 8 - Assault On Kul Tiras...SSLTNK
- 9 - Tomb Of SargerasDPTMBF
- 10 - AlteracLTRC
- 11 - The Eye Of Dalaran .YFDLRN
- 12 - The Dark PortalDPDRKP

WARHAMMER: DARK OMEN

CHEATS

If your fighters are finding it tough, input the following cheats to give you in your task.

VIEW FMV

On the main menu screen press:

- ⇨, L1, O, L2, Δ, R2 - for the Black Grail
- R1, Δ, R2, R2, ⇨, R1 - for Carnstein and Jewel
- R2, ⇨, R2, ⇨, ⇨, ⇨ - for the Hand of Nagash
- O, Δ, ⇨, ⇨, R1, R2 - for Liber Mortis
- L2, ⇨, ⇨, ⇨, R1, R2 - for Victory

R1, L2, Δ, ⇨, R2 - for Long

⇨, ⇨, ⇨, R1, R2 - for the credits

CHAPTER SKIP

On the main menu options screen press R2, R1, L2, R2, R1, R2.

Press 'resume' to activate.

BATTLE CHEATS

On the deployment screen press

Select, then press:

R1, R1, L2, L2, R1, R2 - to skip battle

R1, L1, R1, L2, R1, R2 - extra cash

R1, L1, R2, R2, R1, R1 - touch of death

'Resume' activates the cheats.

WARHAWK

[_ = space]

0Δ0_X0ΔΔ.....Preview epilogues

0XΔ_X0XΔ.....Special upgrades

ΔΔΔΔ_000 Warhawk A-La-Mode

XΔΔΔΔΔ.....Infinite weapons

0ΔΔΔΔ_0X0.....Thor mode

XΔΔΔΔΔ.....Kali mode

Δ_0XΔΔΔ.....Preview the movies

000ΔΔΔΔΔ.....Face-to-face with Kree

0XΔΔΔΔΔ.....Kree's door is open

00XΔΔΔΔ.....Above 3rd force field

000ΔΔΔΔ.....Above 2nd force field

0Δ0Δ0Δ0X.....Above 1st force field

0Δ0Δ0XΔ.....Stormland

0XΔ0000.....In with the gatekeeper

0XΔ0ΔΔΔ.....West gauntlet boss

0XΔ0X0XΔ.....East gauntlet boss

0XΔ00ΔΔ.....Gauntlet level

0Δ00X0Δ.....Volcano bossactive

0Δ00XΔΔ.....Volcano level

XΔΔΔΔΔΔ.....Airship rear hangar is open

XΔΔΔΔΔΔ.....Post-transformation

0XΔΔΔΔΔ.....Airship level

0XΔ0X0Δ.....Approaching Uma

0000ΔΔΔ.....In the canyon with Crystal

0ΔΔΔΔ00Δ.....In the canyon with Belle

0Δ0Δ000Δ.....In the canyon with Amber

00XΔX0Δ.....Canyon level

ΔΔ0X0ΔΔ.....Desert is all but done

ΔXΔ0X0Δ.....Pyramid has risen

ΔΔ0X0ΔΔ.....Desert level

WARGAMES

WOPR LEVEL SELECT

Select two-player WOPR

Cooperation mode. Highlight Level

2, then enter the password:

0 X 0

0 X 0

X X 0

Return to the main menu and

select one-player WOPR mode.

SPECIAL MISSION

For a special NORAD mission in

Papua New Guinea, enter the

password:

0 X Δ

Δ X 0

0 X X

PASSWORDS

NORAD

Mission 2...0 X 0/0 X 0/0 X 0

Mission 3...X X 0/0 X X 0/0 X 0

Mission 4...0 X 0/0 Δ/0 X 0

Mission 5...Δ X 0/0 X 0/0 X 0

Mission 6...Δ 0/0 Δ/0 X 0/0 X 0

Mission 7...0 X X 0/0 Δ/0 X 0

Mission 8...0 X 0/0 Δ/0 Δ/0 X 0

Mission 9...Δ 0/0 Δ/0 X 0/0 X 0

Mission 10...X Δ 0/0 Δ/0 X 0

Mission 11...0 Δ/0 Δ/0 Δ/0 X 0

Mission 12...Δ 0/0 X 0/0 X 0

Mission 13...0 Δ/0 Δ/0 Δ/0 X Δ

Mission 14...X X 0/0 X Δ/0 X 0

Mission 15...0 Δ/0 X Δ/0 X 0

WOPR

Mission 2...0 X 0/0 X 0/0 X 0

Mission 3...Δ X Δ/0 X 0/0 X 0

Mission 4...X Δ 0/0 X 0/0 X 0

Mission 5...0 0 0 Δ/0 X 0/0 X 0

Mission 6...X 0 X Δ/0 Δ/0 X 0

Mission 7...Δ X Δ/0 X 0/0 X 0

Mission 8...X 0 X 0/0 X 0/0 X 0

Mission 9...Δ 0 Δ/0 X 0/0 X 0

Mission 10...X 0 Δ/0 X 0/0 X 0

Mission 11...0 X Δ/0 Δ/0 X 0/0 X 0

Mission 12...X 0 Δ/0 X 0/0 X 0

Mission 13...X 0 Δ/0 X 0/0 X 0

Mission 14...0 Δ 0/0 Δ/0 X 0/0 X 0

Mission 15...Δ 0 Δ/0 X 0/0 X 0

WCW NITRO

UNLOCK ALL WRESTLERS

Press R1 x4, L1 x4, R2 x4, L2 x4,

Select on the character selection

screen. A weird sound will confirm

correct code entry. All 48 bonus

wrestlers will now be available for

selection: move ⇨/⇨ to switch

between each set.

ALL EXTRA RINGS

Press L1, L2, R1, R2, L1, L2, R1,

R2, Select on the options screen. All

the extra rings will now be selectable:

The Graveyard, Spaceship, Circus,

Hive, Turbo, Wonderland, Boudoir,

Hall Of Mirrors, Reck Room,

Psychodelic, Disco, Jungle, 1984,

Quark, and Texas.

YMCA DANCE

Select the Disco ring, then press L2

during the fight to make both

wrestlers do the YMCA dance. You

can actually use this to win a

match: throw your opponent out of

the ring and press L2 when he

stands until time runs out!

SWELLING HEADS

Press L1 x7, L2, Select on the

options screen. A sound will confirm

correct code entry. The heads of

each wrestler will swell with each hit.

BIG HEAD MODE

Press R1 x7, R2, Select on the

options screen. A sound will confirm

correct code entry.

BIG HEADS, HANDS & FEET

Press R2 x7, R1, Select on the

options screen. A sound will confirm

correct code entry.

SPECIAL ENDING

Complete the game using one of the

programmers for a special FMV

credits ending.

WCW VS THE WORLD

HIDDEN FIGHTERS

By beating the eight bosses in the

game, they're added to the list of

playable fighters and can be used in

any mode except the league challenge.

First, do a league challenge and

fight with a JR class wrestler. Win

all six divisions with the same guy

and you will fight a boss. In WCW

it's Jeff Jarrett. There are others

such as Major Tom, Steel Telen, and

Grizz Lee.

If you win all six divisions there

will be a new division called Super

JR. Win in that and the penultimate

hidden fighter is Jaguar.

Then go on and do the same

thing with a heavyweight class. You

will fight the same bosses through

the six divisions. Winning them all

reveals a new Super Heavy division

whose boss is The Giant - the final

hidden fighter.

OLD 'UNS

To fight as the old Hogan or the old

Sting (doo doo doo?), press Start

(instead of X) to select them. Do

the same for Masahiro Chino and

he'll fight with an NWO shirt on.

WILD ARMS

SECRET ALIENS

Go to the three islands located in

the Southern region of the map.

After fighting eight to ten battles,

you'll then battle a secret alien race

known as the Hayokonton. On top of

all the experience and gella you'll

receive from them, they sometimes

give you duplicators.

WING COMMANDER IV

SCENE SELECT

When you get to the game

copyright screen, enter the following

code: ⇨, ⇨, ⇨, ⇨, R2. You can

now select any scene in the game

by pressing R1 or R2.

CHEAT KILL

With the Scene Select cheat

activated, you can kill any ship

with just one shot by pressing L1 +

L2 + ⇨.

WING OVER

PLANE SELECT

On the Game Mode screen, press

⇨, ⇨, ⇨, ⇨, ⇨, ⇨, ⇨, ⇨, X, Δ.

All planes will now be accessible in

Free Game mode.

WIPEOUT

ACCESS RAPIER CLASS

If you are unable to succeed at the

Venom class and experience the

extra thrill of Rapier, then do the

following to get straight to the

speedier action. Hold tight!

1. Highlight One Player on the

startup screen.

2. Hold down all of the following

buttons: L2, R2, ⇨, Start and

Select.

3. Keep holding them and press the

X button. This should take you to

the class screen. Now you can get

down to some serious racing!

HIDDEN TRACK

This is a top cheat to allow you to

get another track called Firestar.



menu. As well as appearing correctly on screen, the commentator will now pronounce the proper names during play.

WORMS

SHEEP AND BANANA BOMBS

When at the weapon select screen, simply press \square and \times eight to 10 times and you should then gain access to both the big banana bombs and exploding sheep. Woohoo, what a fruity/lamby combination!

EXPLODING SHEEP

Go to the Worms Option screen, then go onto the Weapons Option Screen. Move the cursor away from the Exit logo and press these buttons: \times , \square , \square , \times , \square , \square , \times , \square , \square .

WRECKIN' CREW

UNLOCK EVERYTHING

Enter the password screen and input the following sequence to reveal all: \square , \square , \square , Δ , Δ , \square , \square , \square , \times , \square , \square , \square , Δ , \square , \square , \times .

WWF IN YOUR HOUSE

NO DAMAGE

Pause the game and press L1, R2, L1, R2, L2, R1 and you will have no human damage.

FATALITY MOVES

To do these, simply pin your opponent for the final time and tap in the following combinations:

Bret Hart: \diamond \diamond Δ \diamond \diamond Δ .

Vader: \diamond \diamond \times \times \times .

Owen Hart: \diamond \diamond \square \square \times \times .

British Bulldog: \diamond \diamond \square \square Δ \times .

Undertaker: \diamond \diamond \square \square Δ Δ .

Goldust: \diamond \diamond \square \square Δ Δ .

Shawn Michaels: \diamond \diamond \square \square Δ Δ \square \square .

HHH: \diamond \diamond Δ Δ Δ Δ .

Ahmed Johnson: \diamond \diamond \square \square Δ Δ \times .

CHEAT CODES

Pause the game at any point during a bout and enter any code:

Computer players off - \diamond , \diamond , \diamond , \diamond , R2

Big damage on - \diamond , \diamond , L1, L2, \diamond

Combos on - R1, L2, R2, L2, \diamond

Small human damage - \diamond , \diamond , L2, \diamond , \diamond

Auto super pin - \diamond , \diamond , \diamond , \diamond , L.

WWF WARZONE

VIEW UNLOCKED CHEATS

Whilst in the elevator press L1 + R1 to list the hidden features and modes that have been successfully unlocked (see below).

PLAY AS CACTUS AND DUDE FEATURE

Win the WWF title in Challenge mode with Mankind on either the medium or hard difficulty level. Cactus Jack and Dude Love will now be available on the character selection screen.

PLAY AS TRAINER FEATURE

Enter Training mode and select 'Custom' followed by 'Trainer' at the character selection screen.

PLAY AS SUE FEATURE

Win the WWF title in Challenge mode with Bret Hart or Owen Hart on either the medium or hard difficulty level. Sue the ring girl will now be available as a custom wrestler - sadly there is no mud!

NEW DUDS FEATURE

Win the WWF title in Challenge mode with Kane on either the medium or hard difficulty level. You will receive additional shirts, jackets, masks, pants, and clothes in Creation mode to play around with.

EXTRA GOLD FEATURE

Win the WWF title in Challenge mode with Goldust on either the medium or hard difficulty levels. Then, hold L2, R1 or R2 while

selecting Goldust on the character selection screen. You will receive more nancy costumes, including the MarilynDust and DustyDust versions.

EXTRA GOLD FEATURE

Win the WWF title with Stone Cold on either the medium or hard difficulty levels. Then, highlight Stone Cold on the character selection screen and press L2, R1, or R2. You will receive additional costumes: black vest and jeans; Austin 3:16 T-shirt and jeans.

RATTLESNAKE FEATURE

Win the WWF title in Challenge mode with a user-created wrestler on either the medium or hard difficulty level. You will receive a beefcake version of Steve Austin as a custom character.

LADIES' NIGHT FEATURE

Win the WWF title with Triple H or Shawn Michaels on either the medium or hard difficulty levels. The 'Female' body type may now be selected in the custom character mode.

NO METERS MODE

Win the WWF title in Challenge mode with the Undertaker on either the medium or hard difficulty level.

BIG HEAD MODE

Win the WWF title in Challenge mode with British Bulldog on either the medium or hard difficulty level.

NO WIMPS MODE

Win the WWF title in challenge mode with Ken Shamrock or Farooq on either the medium or hard difficulty level. Blocking will be disabled when this mode is active.

BEAN MODE

Win the WWF title in Challenge mode with Mosh or Thresher on either the medium or hard difficulty level. Belching and farting will be enabled with this mode.

EGO MODE

Win the WWF title in Challenge mode with Ahmed Johnson on either the medium or hard difficulty level. As the crowd cheers, the size of the wrestler's head will increase; whilst the boos will have the reverse effect.

RANDOM WRESTLER

Hold \diamond and press Block on the character selection screen.

ALTERNATE COSTUMES

Hold L2 and select a wrestler at the character selection screen. **FIGHT IN WRESTLEMANIA RING** Win both titles under challenge mode and defend the WWF title from all other wrestlers. The title match will be in the Wrestlemania ring.

TAUNTS

By using the following button combinations, you will be able to taunt your opponent or show off during a match:

Δ + \times Taunt 1

\square + \times Taunt 2

VIEW MOVIES

On the title screen, quickly press \diamond + Δ , \diamond + \square , \diamond + \times , \diamond + \times , \diamond + \square , \diamond + Δ , L1 + R1, L2 + R2, L1 + R1, L2 + R2. Note that you have to enter the sequence very quickly.

If it's worked, you'll see 'Movie 1' on screen. Now move \diamond or \square , then \times to play the movie of your choice - most of them are of the usual snarling wrestlers, but the last few are more watchable.

X2

To enter these cheats, go to Options and select Password:

267776 8 Credits
220969 Start with 9 ships
713948 Start Level 2
900277 Start Level 3
213490 Start Level 4
866141 Start Level 5
321904 Start Level 6
196861 Start Level 7
040186 Start Level 8
841003 Start Level 9
216409 Start Criticus
180771 Invulnerable ship
300167 End sequence

X-COM: TERROR FROM THE DEEP

LOADSAMONEY

On the base name screen when you start, enter AEIOU for money, loads of it! Even better, everything apart from building will cost just one dollar.

HARD MEN

On the base name screen, enter JUSTLIKEME and all the soldiers you build will be high ranking with full armour.

XEVIOUS 3D/G+

PLAY AS TEKKEN CHARACTERS

Heihachi

At the Game Select screen (highlighting 'Xevious 3D/G'), hold \times + \square + \diamond + Start on controller 1. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and hold it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically transforms into Heihachi, with built-in spray fire.

Paul

At the Game Select screen (highlighting 'Xevious 3D/G'), hold \times + \square + \diamond + Start on controller 2. Keep holding them until the Xevious 3D/G title screen appears, then release Start (nothing else) and press it again to start the game. Keep the buttons held down until your ship starts the level, upon which it magically transforms into Paul, who speeds around the screen.

INFINITE CONTINUES

On the Game Select screen (highlighting 'Xevious 3D/G'), hold L1 + L2 + R1 + R2 and press \square rapidly as many times as you can while the game loads. If you've done it right, when you start the game, where the credits were it'll display 'FREE PLAY'. You can now continue as many times as you need.

DEBUG MODE

Select the original Xevious game.

At the Xevious title screen, press \square + \times + Start. The Debug Mode will appear and the game will start. **BLACK SHIP** Highlight the 'Reset' option on the title screen and hold L1 + L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

FAT SHIP

First, you have to get the Black Ship. Then go back to the Xevious title screen, select Configuration Mode and highlight 'Exit'. Now, as before, highlight 'Reset' and hold L1

+ L2 + R1 + R2 + Start. The 'Game Start' option should now be highlighted, so (still holding the shoulder buttons) press Start again. Continue to hold all the buttons until your ship changes.

TWISTING SHIP

If you have a NeGcon controller, you can use it to twist your ship.

X-MEN: CHILDREN OF THE ATOM

QUICK CONTINUE

Press and hold L1 + L2 + R1 + R2, then tap Start when continuing in order to keep the same characters.

PLAY AS AKUMA ON PAD 1

Highlight Spiral with the cursor on the character select screen for three seconds. Then move the cursor to: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai. When you put the cursor on Silver Samurai for the second time, hold it there for three seconds. Then hold all three punch buttons at the same time. Akuma will be present when your game loads in.

PLAY AS AKUMA ON PAD 2

Highlight Storm with the cursor on the character select screen for three seconds. Then move the cursor to: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral. When you stop the cursor on Spiral, hold it there for three seconds. Hold all three kick buttons at the same time to select the character. When the battle loads up, Akuma will be yours to control.

BOSS SELECT

On the main menu, highlight Options and hold L1 + R1 + \times until the options menu comes up. Go to Configuration and select System to see a new option: Boss Select - turn it on. Go to Vs Mode, choose your fighter, and hold either L2 or R2 until it says 'Now Loading' to play as Juggernaut or Magneto respectively.

FREE PLAY

Once you've activated the Boss Select cheat, scroll through the number of Credits (on the System

screen) to find 'Free Play', giving you infinite continues.

Z

Enter the following cheats on the password screen:

Full Metal Jacket - \square , \square , \square , \square , Δ , Δ , \times , \times , \square , \square , \square , \square , \times , \times , \square , \square .

Invincibility -

\square , \square , \square , \square , \times , \times , \square , \square , \times , \times , \square , \square , \times , \times , \square , \square .

Enable Port 2 -

\square , \square , \square , \square , \times , \times , \square , \square , \times , \times , \square , \square , \times , \times , \square , \square .

(During play, press Δ on pad 2 to destroy the enemy base, or press \square to destroy your own base.)

PASSWORDS

Level 2 \square , Δ , \times , \square , Δ , \square , \square , \times
Level 3 \square , \times , \square , Δ , Δ , \square , \square , \times
Level 4 \square , Δ , \times , \square , Δ , \square , \square , \times
Level 5 \times , \square , \square , \times , Δ , \square , \square , \times
Level 6 \square , \square , Δ , \times , \square , \times , \square , \square
Level 7 \times , \square , \square , \times , Δ , \square , \square , \times
Level 8 \times , \square , \square , \times , Δ , \square , \square , \times
Level 9 \square , \square , \square , \square , Δ , \square , \square , \square
Level 10 \square , Δ , \square , \square , Δ , \square , \square , \times
Level 11 \times , \square , \square , \times , \square , \square , \square , \square
Level 12 \times , \square , \square , \times , \square , \square , \square , \square
Level 13 \square , \square , \square , \square , Δ , \square , \square , \times
Level 14 \square , Δ , \times , \square , Δ , \square , \square , \square
Level 15 \square , Δ , \times , \square , \square , Δ , \square , \times
Level 16 \square , \times , \square , \square , \times , \square , \square , \square
Level 17 \square , \square , Δ , \times , \square , Δ , \square , \square
Level 18 \square , \square , \square , \times , \square , \square , Δ , \square
Level 19 Δ , \square , \square , \times , \square , Δ , \square , \square
Level 20 Δ , \square , \square , Δ , \square , Δ , \square , \square

ZERO DIVIDE

HIDDEN COMICS

1. After beating the game in Easy mode without continuing or losing a round, go to the title screen and highlight the option icon.

2. On controller 2 hold L1, L2, R1, R2, Start and Select to view the comic strip featuring Neco.

HIDDEN GAME

1. Switch on the PlayStation and hold Start + Select until a new loading sign appears.

2. Keep the buttons held down and a new game will eventually appear, called Tiny Phalanx. It's an old-style side-scrolling shoot-'em-up.

INVULNERABILITY

When the Phalanx game has loaded up (hold Start + Select when you turn on PlayStation), select the options screen and put the cursor over the speed icon, then press \times + L2 + R2.



NEXT MONTH

SOLID SOLUTION!

metal gear solid

EXCLUSIVE

After this month's taster, we bring you the first half of our massive mapped solution to Konami's blockbuster.

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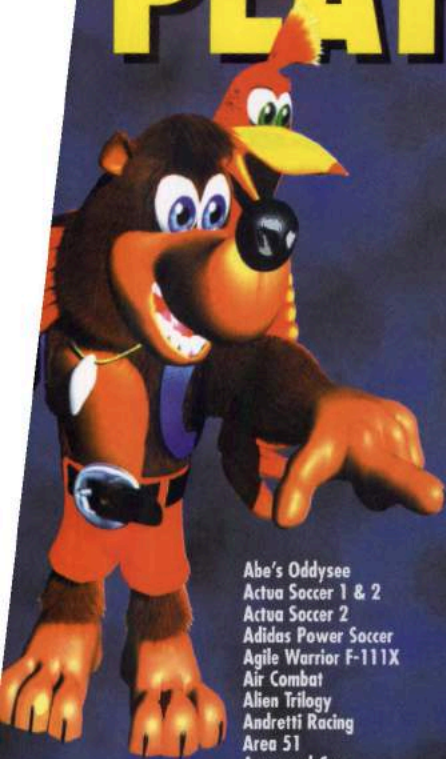
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Note: These are some of the games we intend to cover in the next issue. However, we reserve the right to alter the contents.

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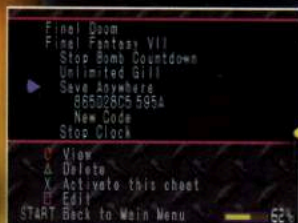
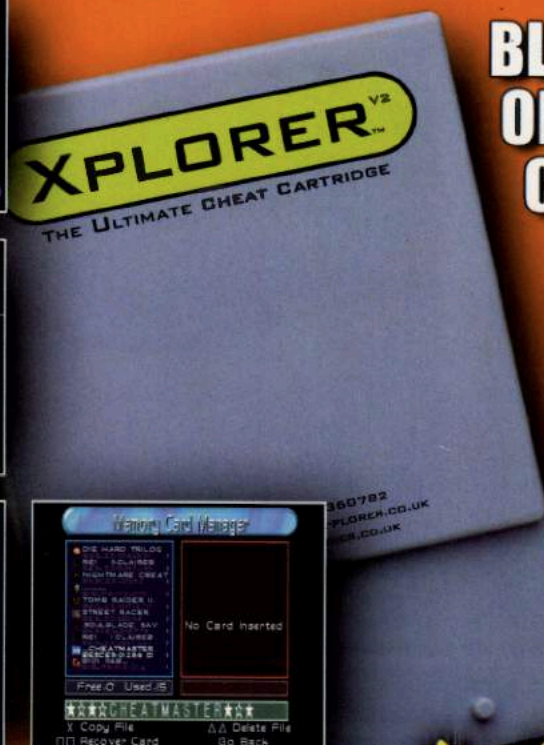
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